



US009082258B2

(12) **United States Patent**
Ruppert et al.

(10) **Patent No.:** **US 9,082,258 B2**
(45) **Date of Patent:** ***Jul. 14, 2015**

(54) **METHOD AND SYSTEM FOR PROVIDING
DOWNLOAD AND CONFIGURATION JOB
PROGRESS TRACKING AND DISPLAY VIA
HOST USER INTERFACE**

(2013.01); *G07F 17/32* (2013.01); *G07F
17/3232* (2013.01); *H04L 29/06* (2013.01);
H04L 67/12 (2013.01)

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(58) **Field of Classification Search**
CPC *G07F 17/32*
USPC 463/16, 23, 24, 25, 29, 42
See application file for complete search history.

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(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 1946 days.

This patent is subject to a terminal disclaimer.

(21) Appl. No.: **12/269,695**

(22) Filed: **Nov. 12, 2008**

(65) **Prior Publication Data**

US 2009/0132720 A1 May 21, 2009

Related U.S. Application Data

(63) Continuation-in-part of application No. 11/938,121, filed on Nov. 9, 2007.

(60) Provisional application No. 60/987,338, filed on Nov. 12, 2007, provisional application No. 60/865,550, filed on Nov. 13, 2006.

(51) **Int. Cl.**

G07F 17/32 (2006.01)

G07F 17/00 (2006.01)

(Continued)

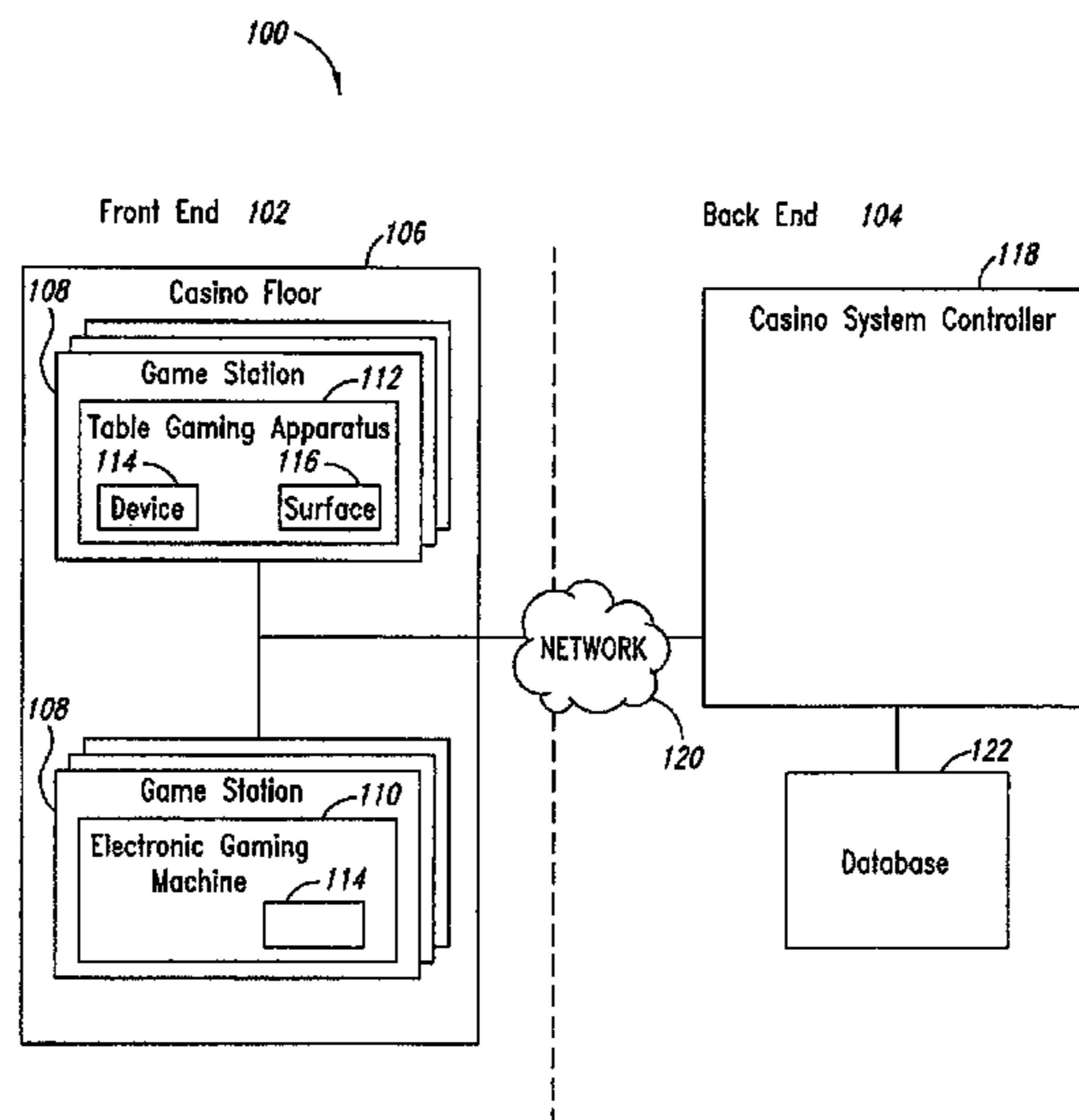
(52) **U.S. Cl.**

CPC *G07F 17/323* (2013.01); *G07F 17/00*

(57) **ABSTRACT**

A slot management system including a download and configuration server-based sub-system and method is disclosed for use with game devices, systems, and methods is provided to enable users to monitor, control, and modify game devices and other related activities. A download tracking system and method is provided for providing dynamic monitoring and displaying of download progress.

21 Claims, 35 Drawing Sheets



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Swarna, "System and Method for Validating Download or Configuration Assignment for an EGM or EGM Collection," Notice of Allowance dated Aug. 30, 2012, for U.S. Appl. No. 12/269,685, 14 pages.

Swarna, "System and Method for Validating Download or Configuration Assignment for an EGM or EGM Collection," Notice of Allowance, mailed Nov. 12, 2013, for U.S. Appl. No. 13/691,226, 18 pages.

Swarna, "System and Method for Validating Download or Configuration Assignment for an EGM or EGM Collection," Office Action dated Jun. 12, 2013, for U.S. Appl. No. 13/691,226, 10 pages.

Swarna, "System and Method for Validating Download or Configuration Assignment for an EGM or EGM Collection," Office Action dated Mar. 28, 2012, for U.S. Appl. No. 12/269,685, 12 pages.

* cited by examiner

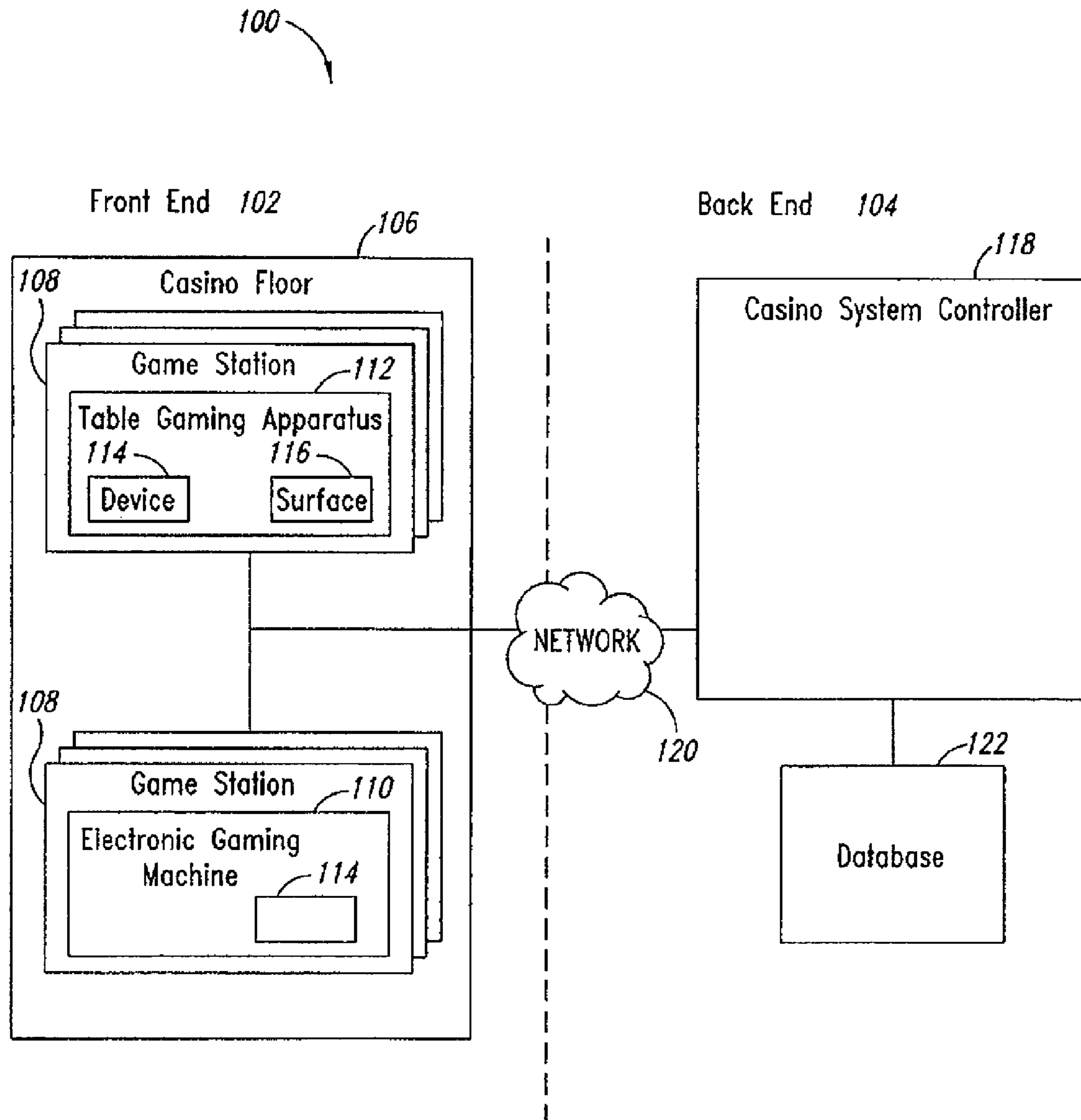


FIG. 1

illustrates a Scheduler Panel presenting a graphical display of Download and Configuration jobs 200 and Configuration jobs 202 scheduled in a gaming system in accordance with one or more embodiments.

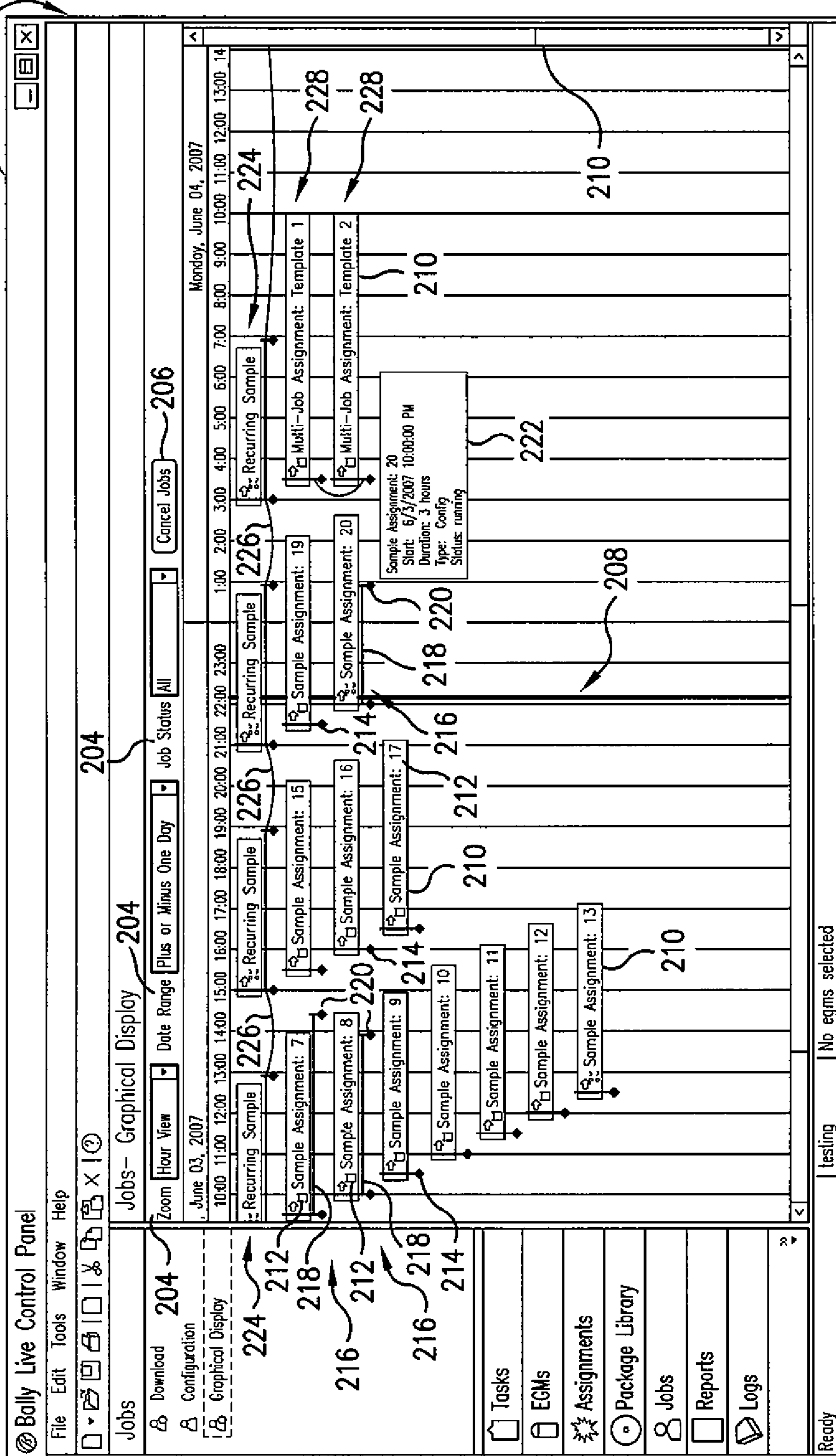


FIG. 2A

illustrates a single assignment on a Scheduler Panel presenting a graphical display of Download and Configuration jobs scheduled in a gaming system in accordance with one or more embodiments.

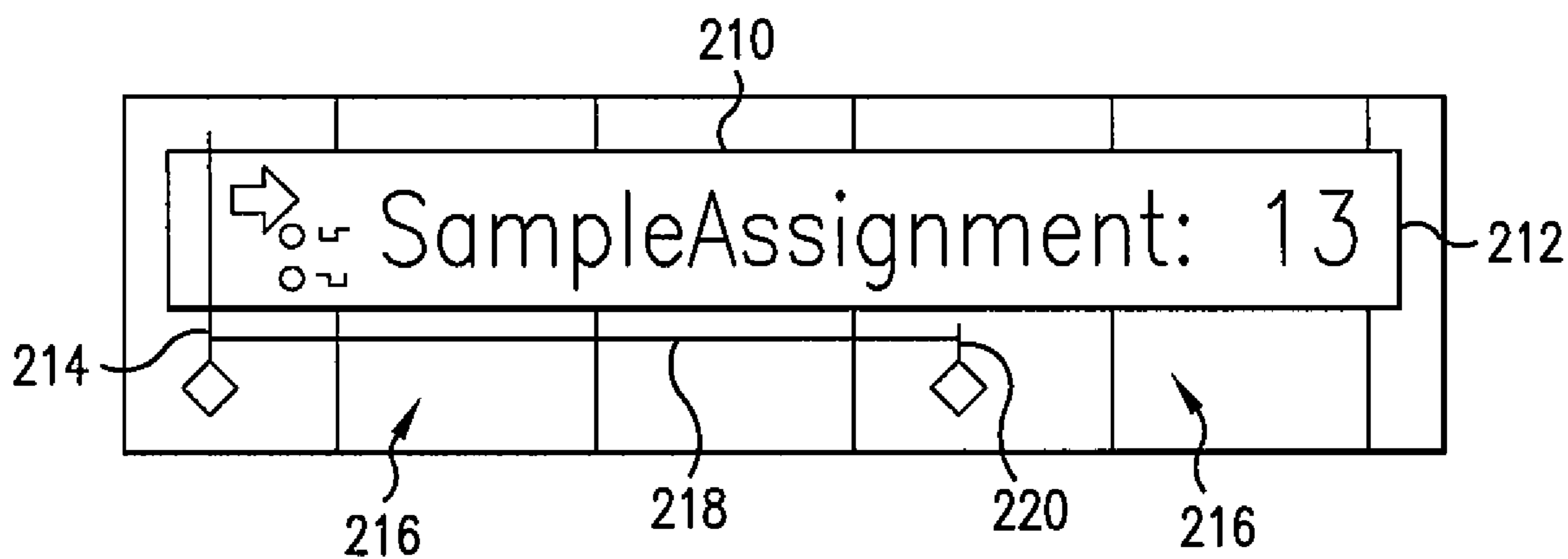


FIG. 2B

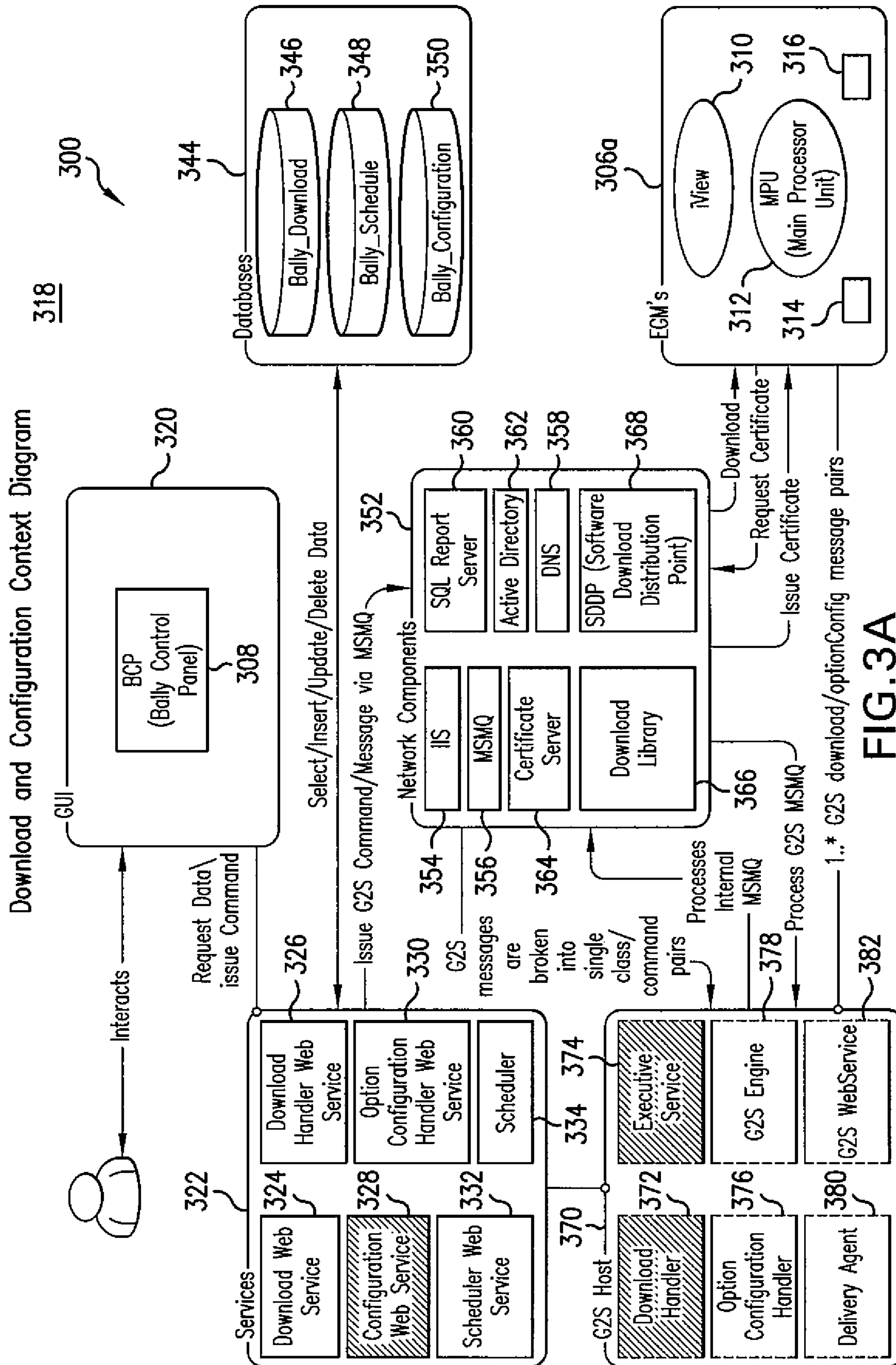


FIG.3A

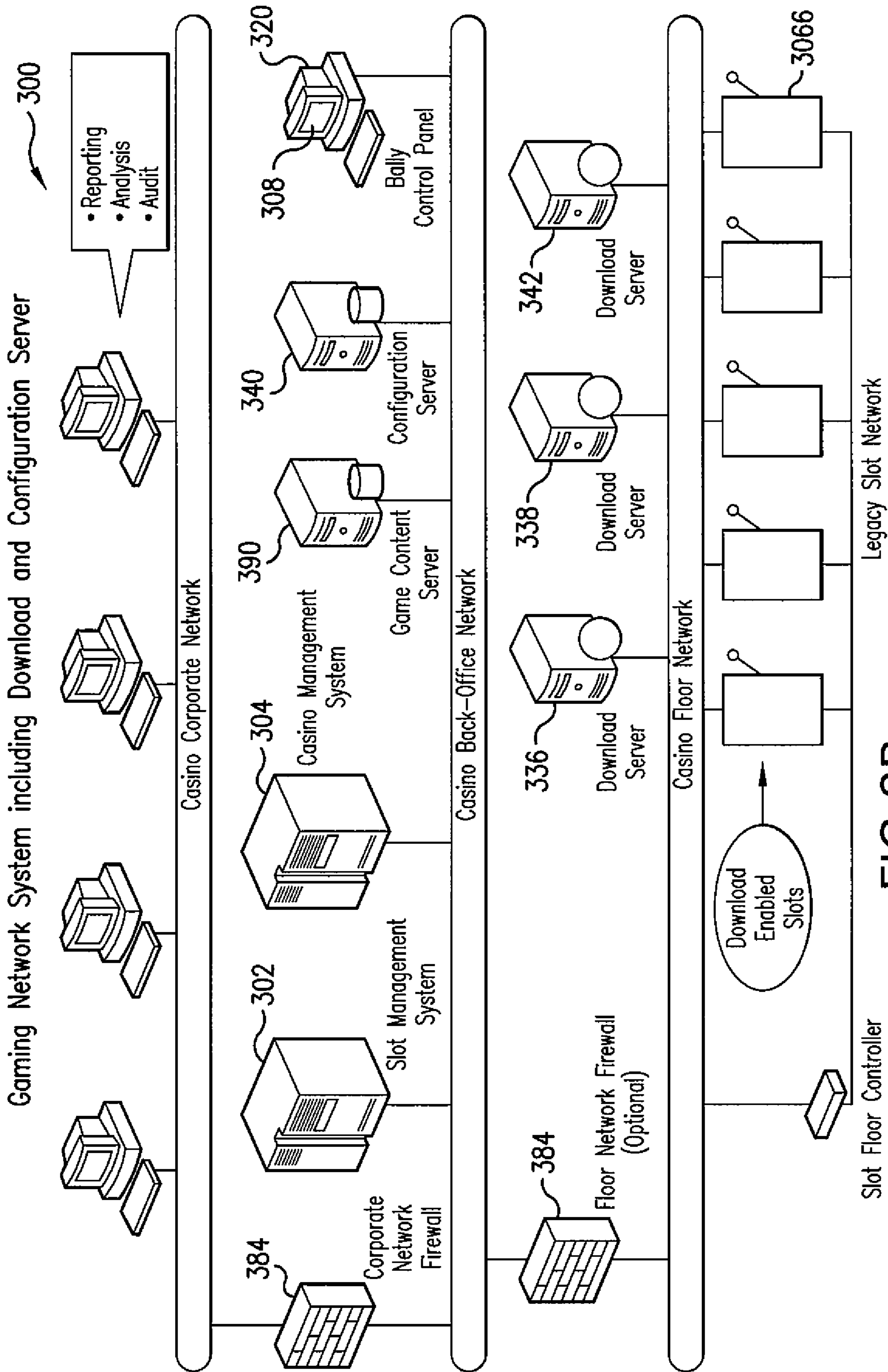


FIG. 3B

Download and Configuration Network Diagram

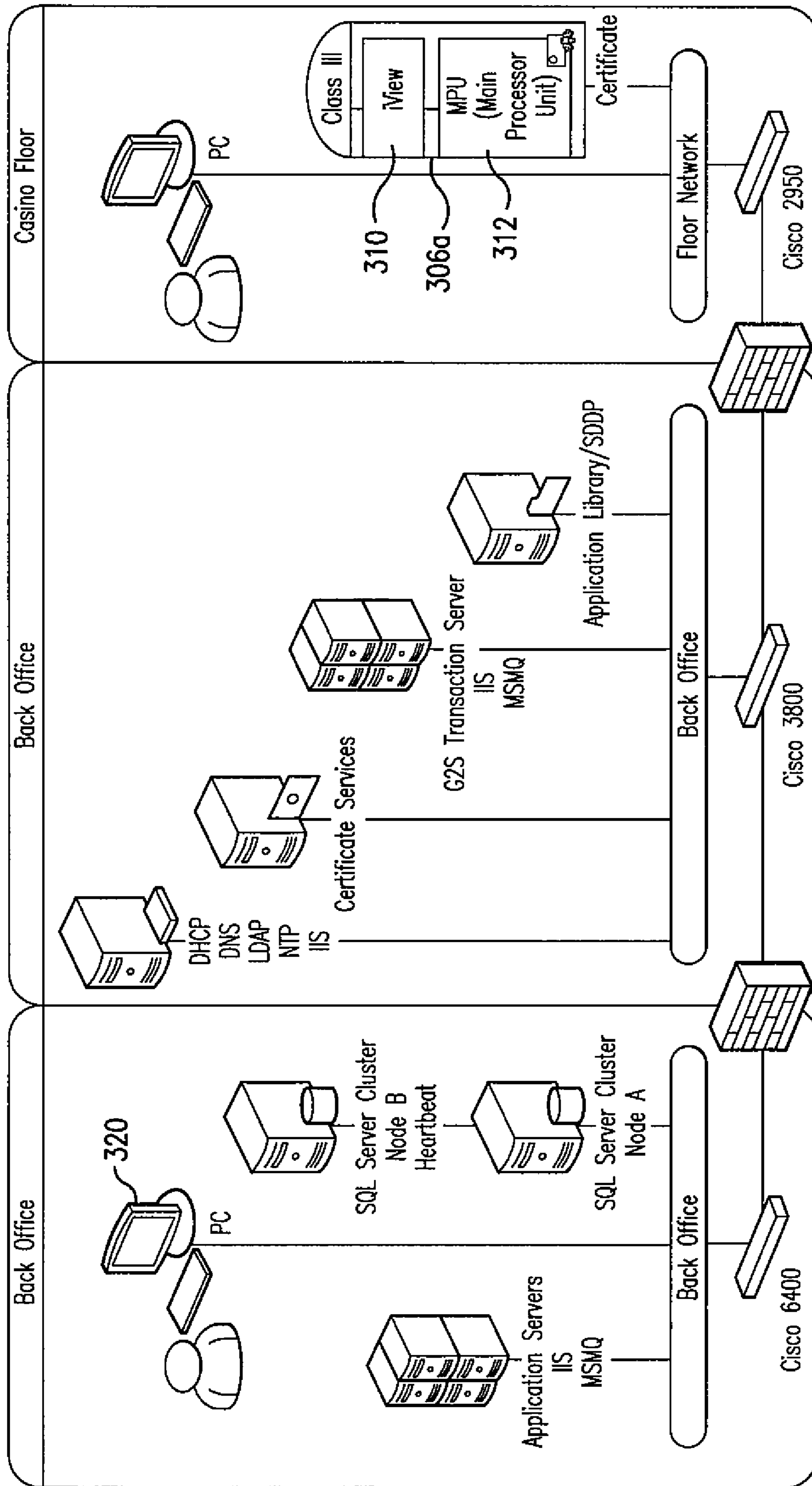


FIG. 3C

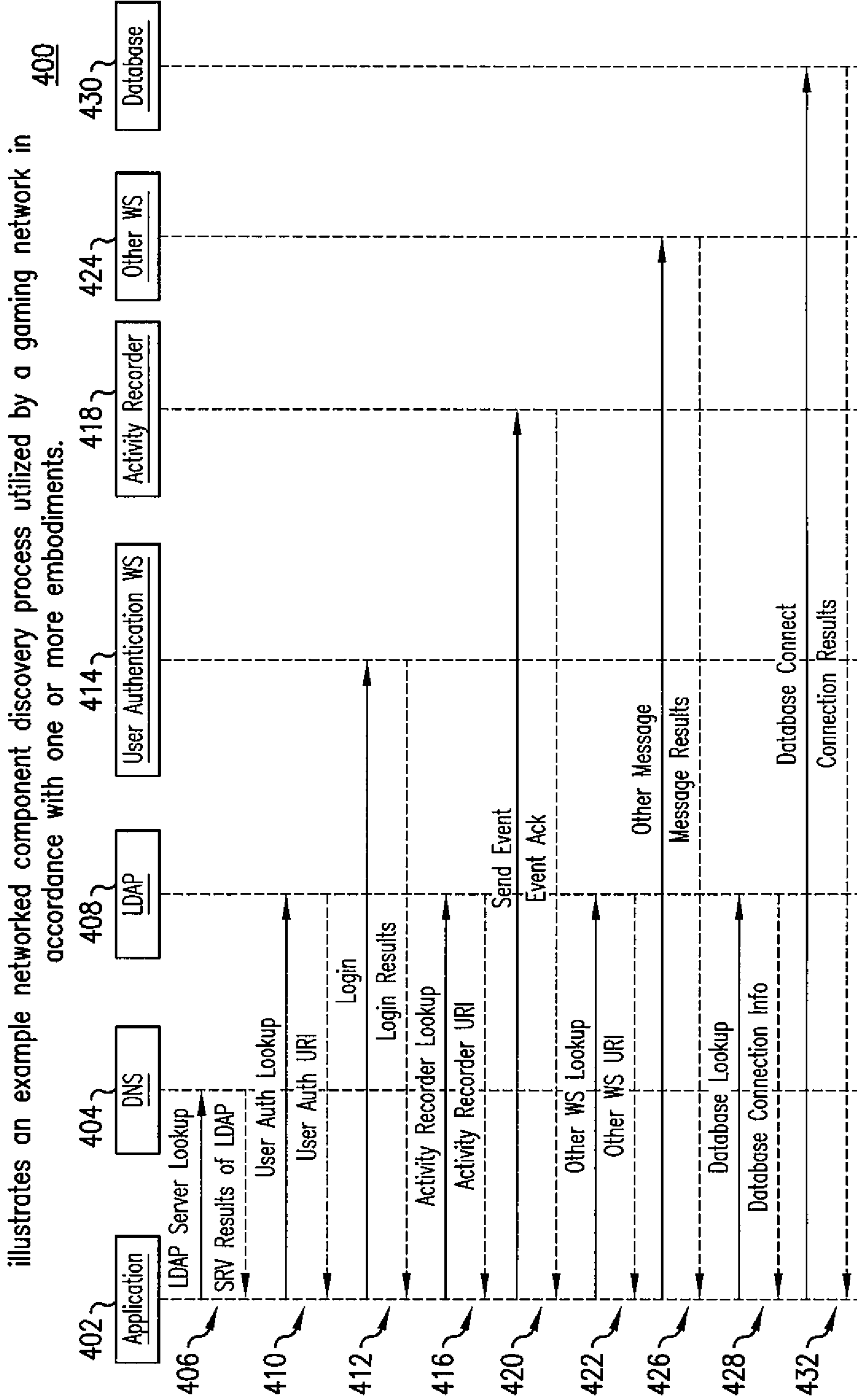


FIG.4

illustrates an example notification process within a client-server architecture system with multiple clients in accordance with one or more embodiments.

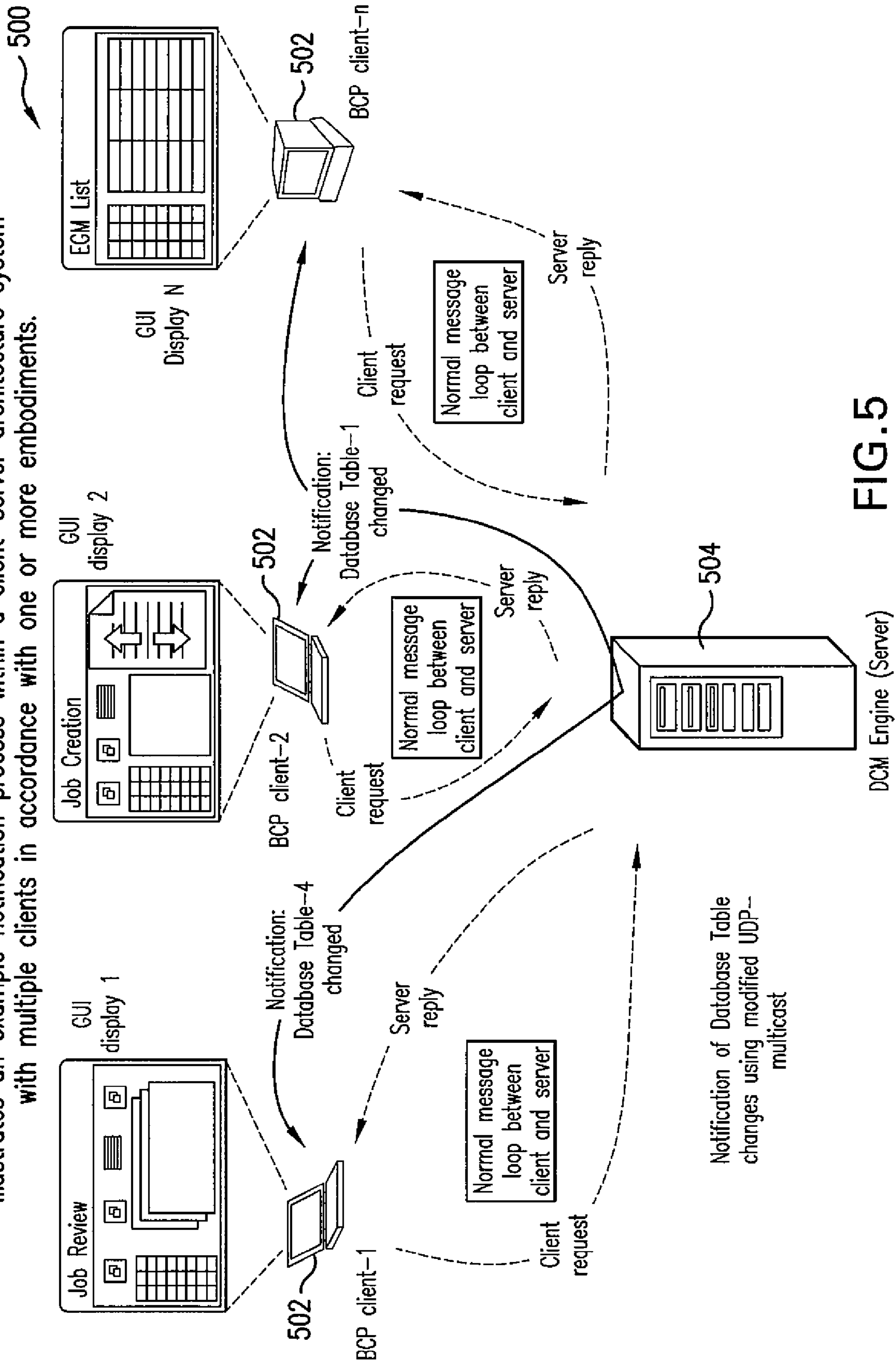


FIG. 5

illustrates a further example notification process within a client-server architecture system with multiple clients in accordance with one or more embodiments.

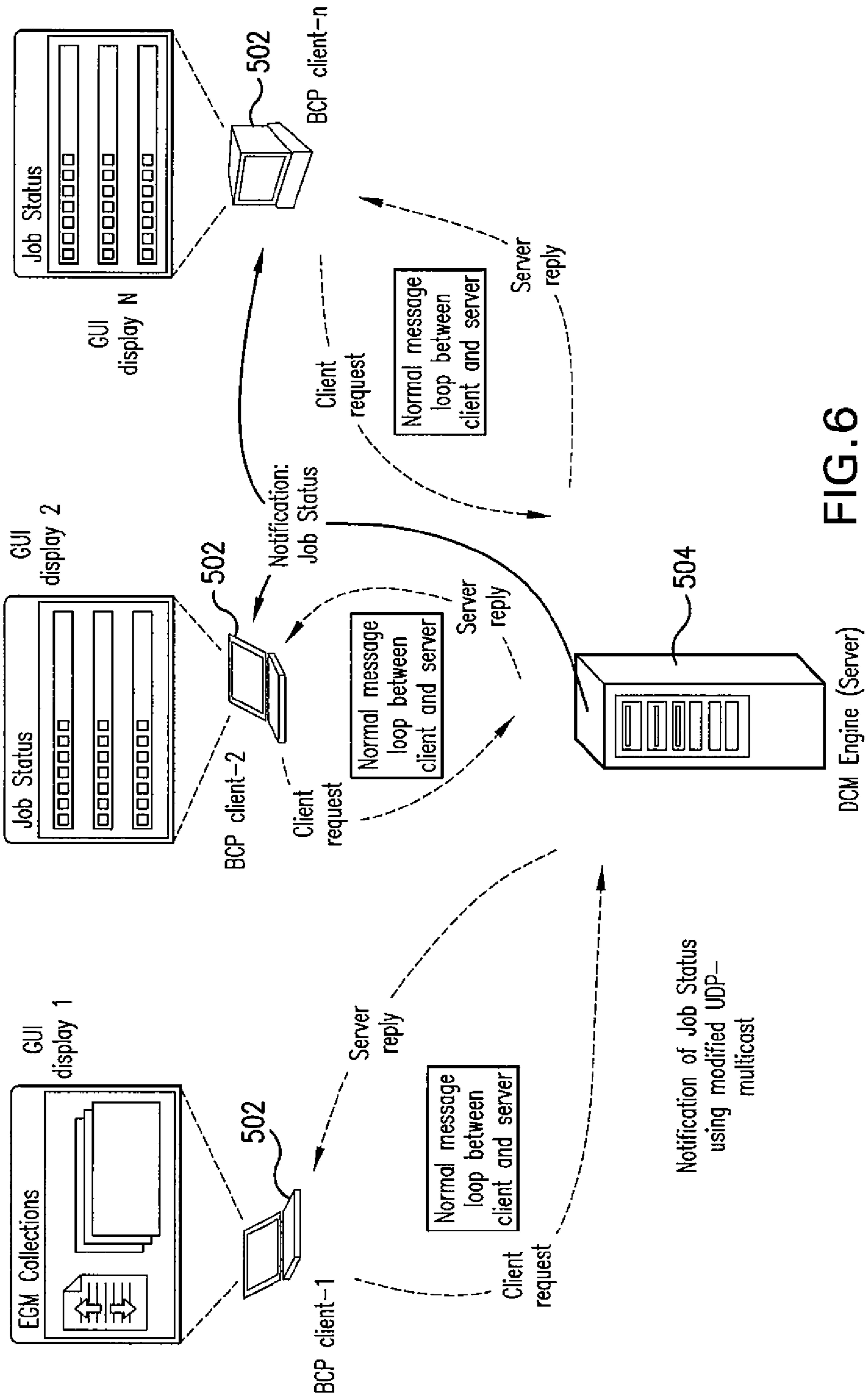


FIG. 6

illustrates a portion of an example DCM server incorporating a UDP Broadcast Processor function in accordance with one or more embodiments.

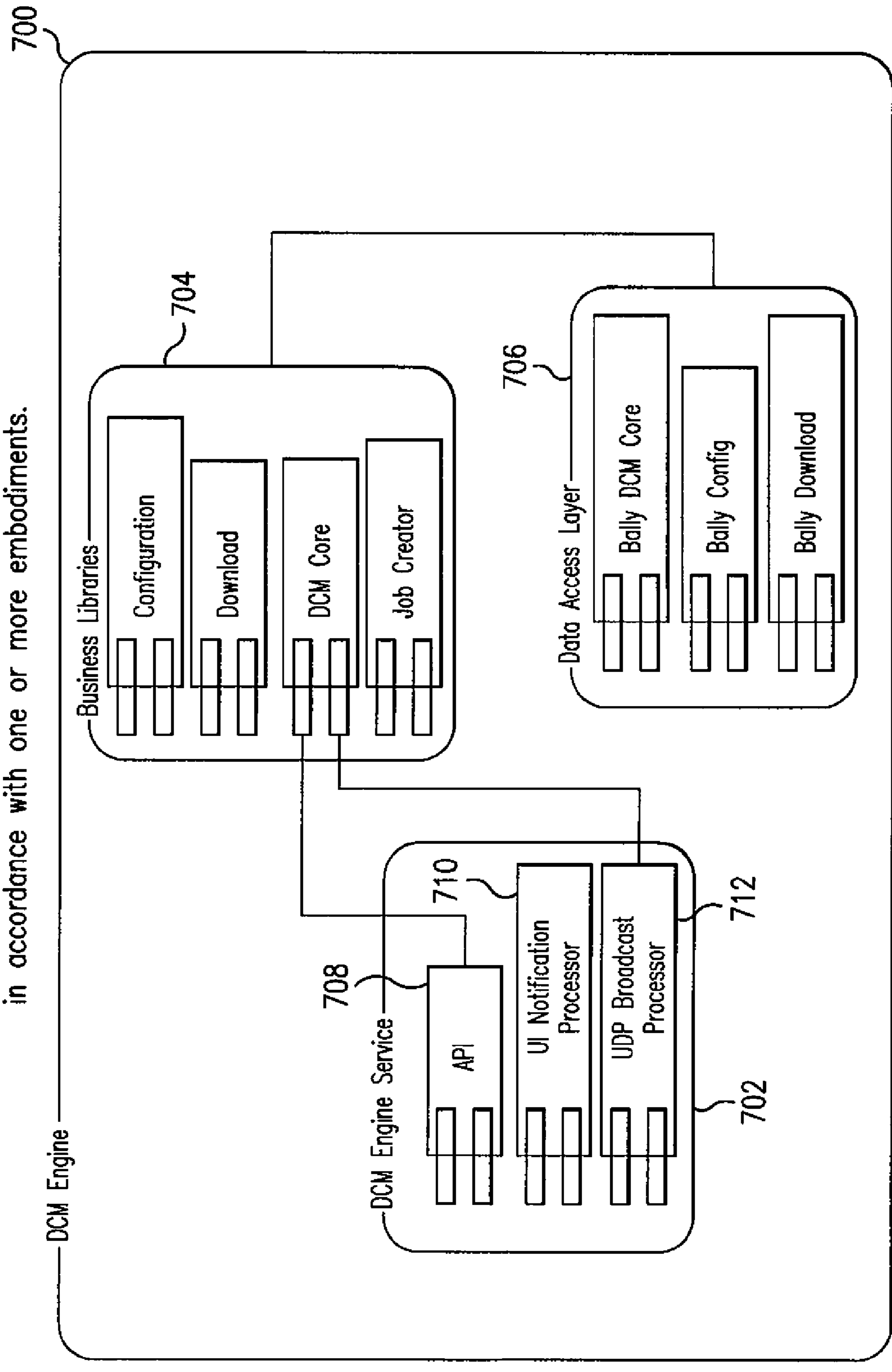


FIG. 7

illustrates an example client registration process with a UDP Broadcast Processor integrated with a DCM engine in accordance with one or more embodiments. An alternative is to use a direct web service call.

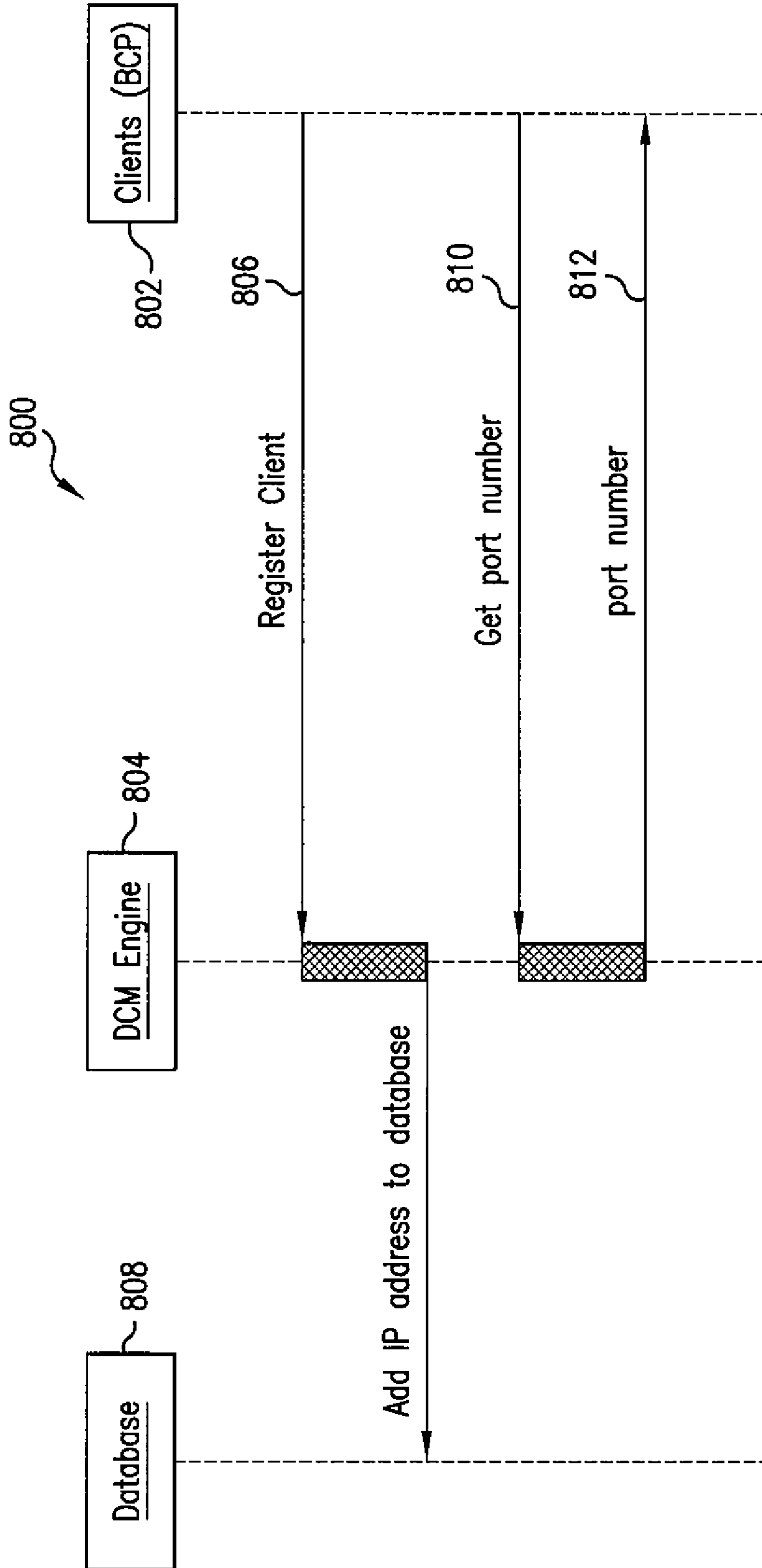


FIG.8

illustrates sending a process of sending a notification
in accordance with one or more embodiments.

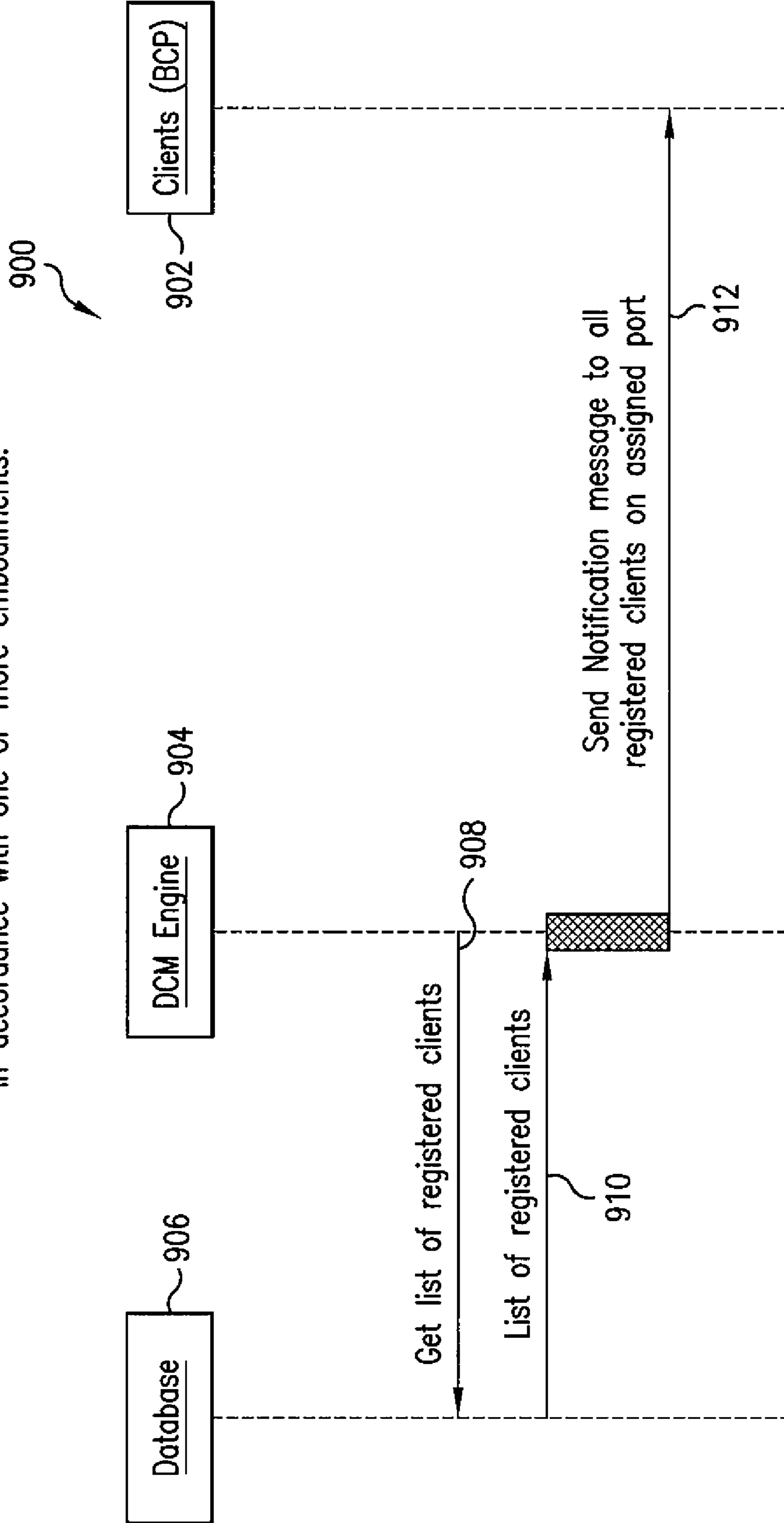


FIG. 9

illustrates a process of de-registering
a client from a notification system in accordance with one or more embodiments.

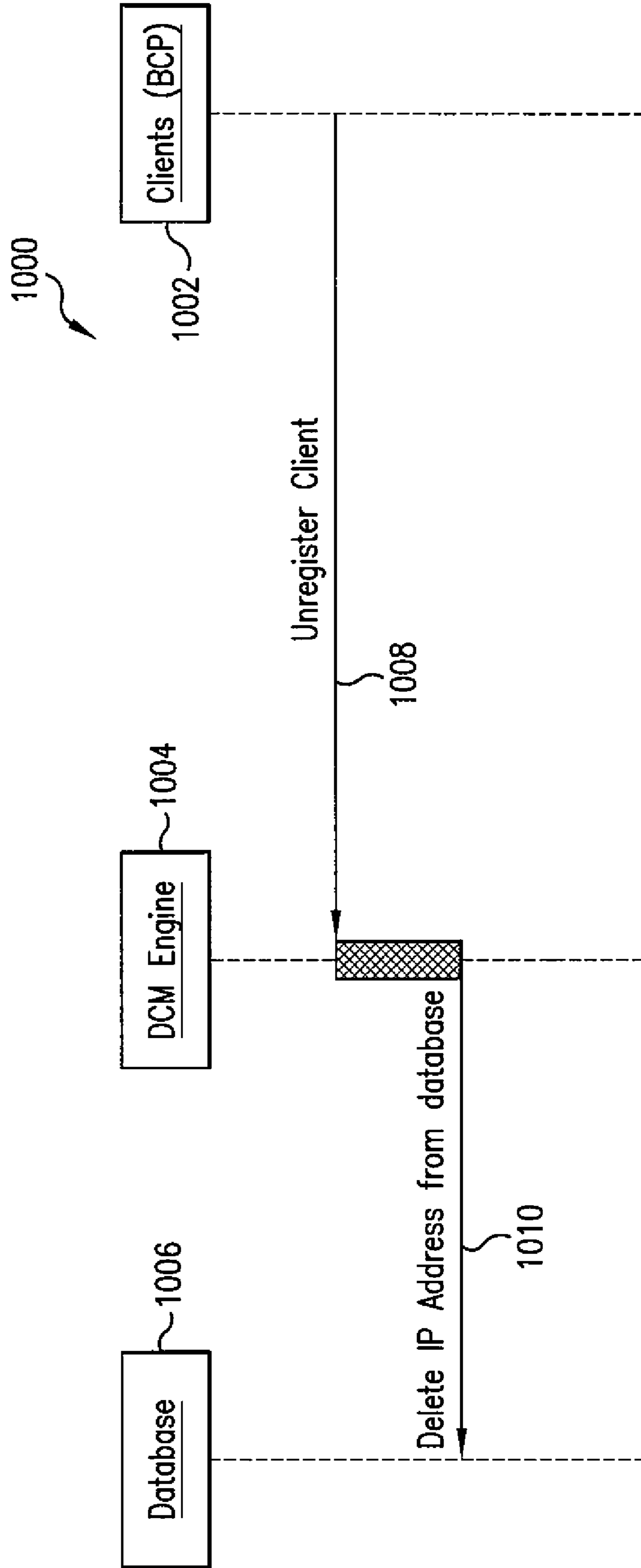


FIG. 10

illustrates a collection of gaming machines and associational relationships in accordance with one or more embodiments.

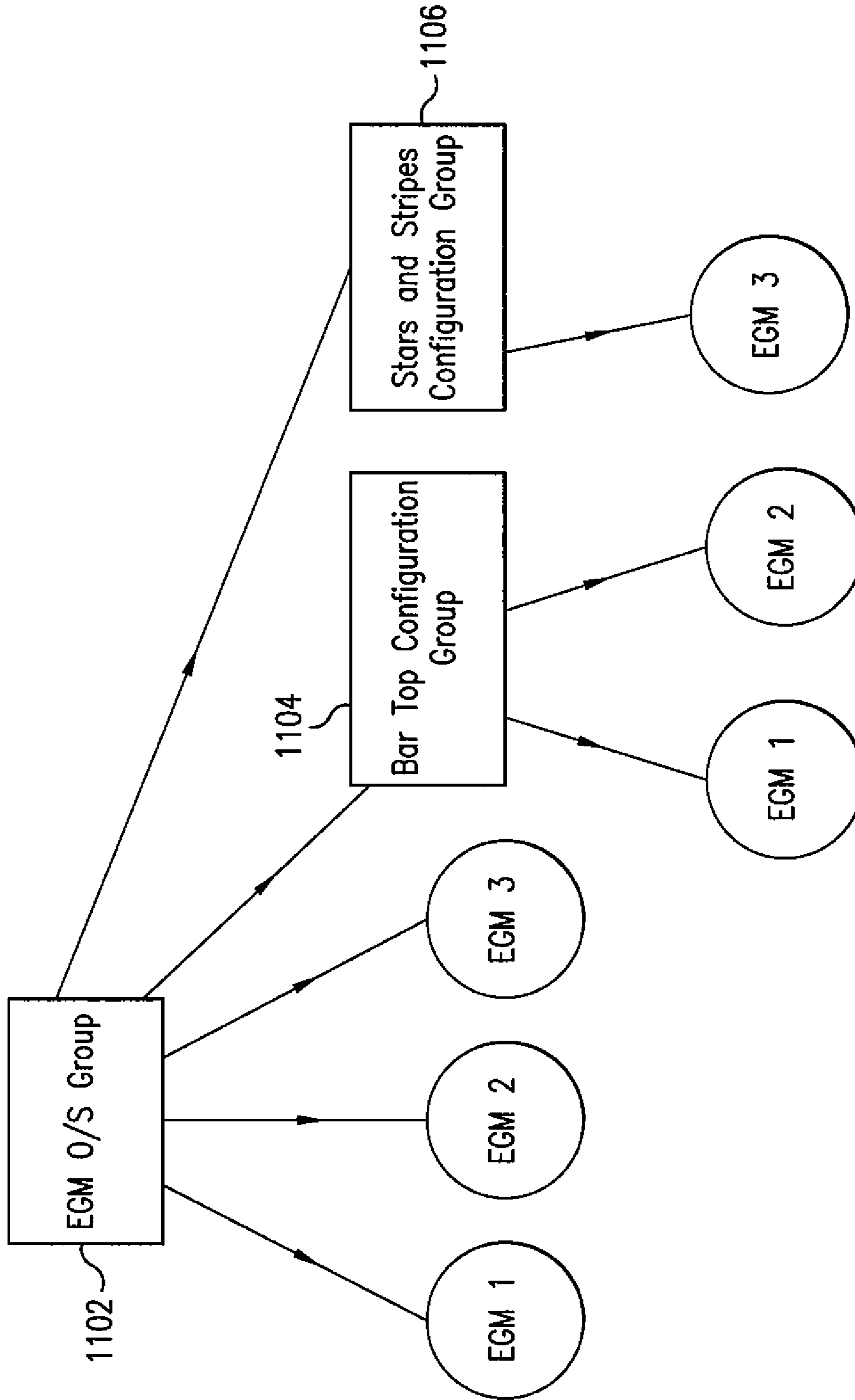


FIG.11

illustrates a download progress notification and display incorporated as part of an example gaming network with download progress notification and display in accordance with one or more embodiments.

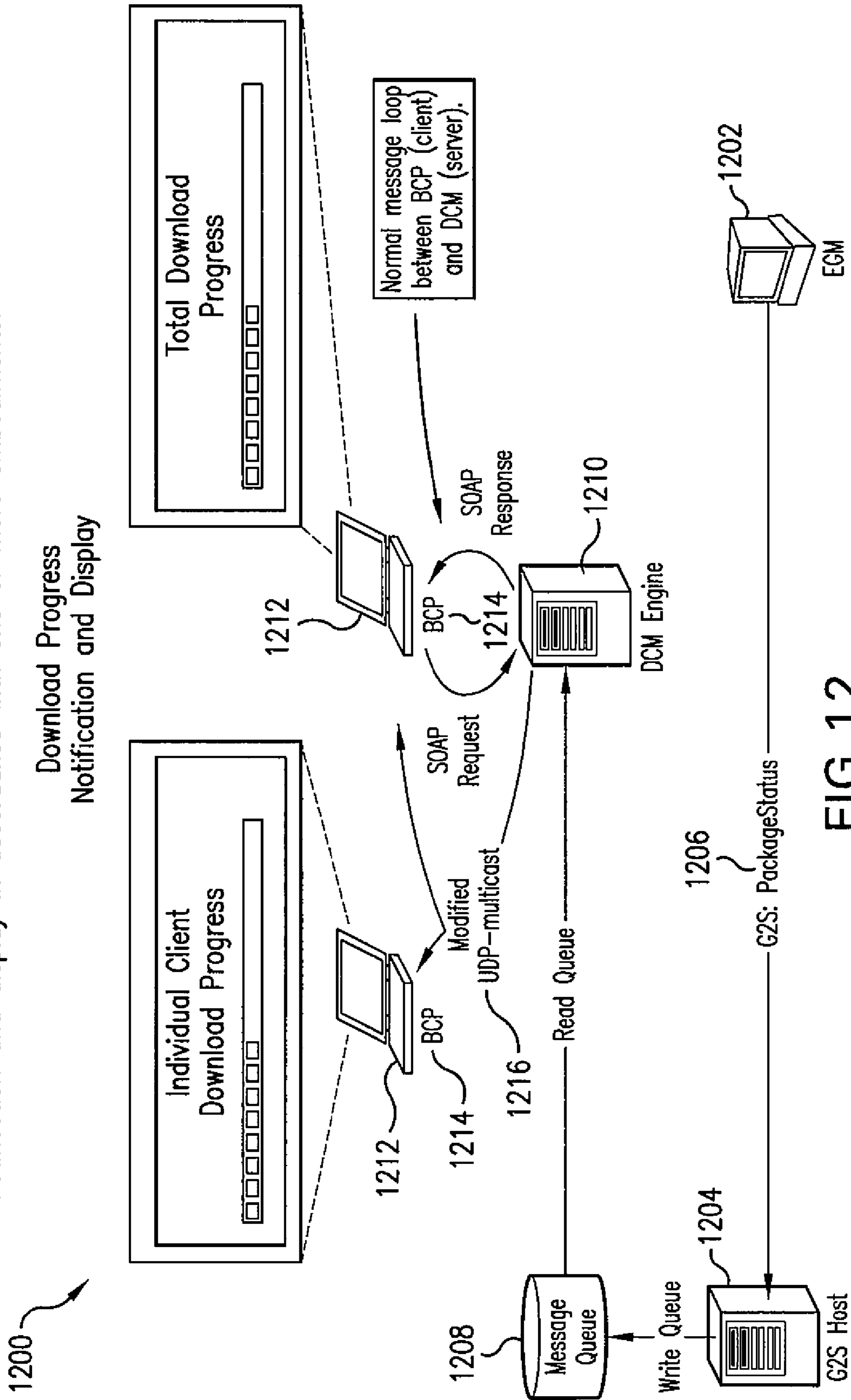


FIG. 12

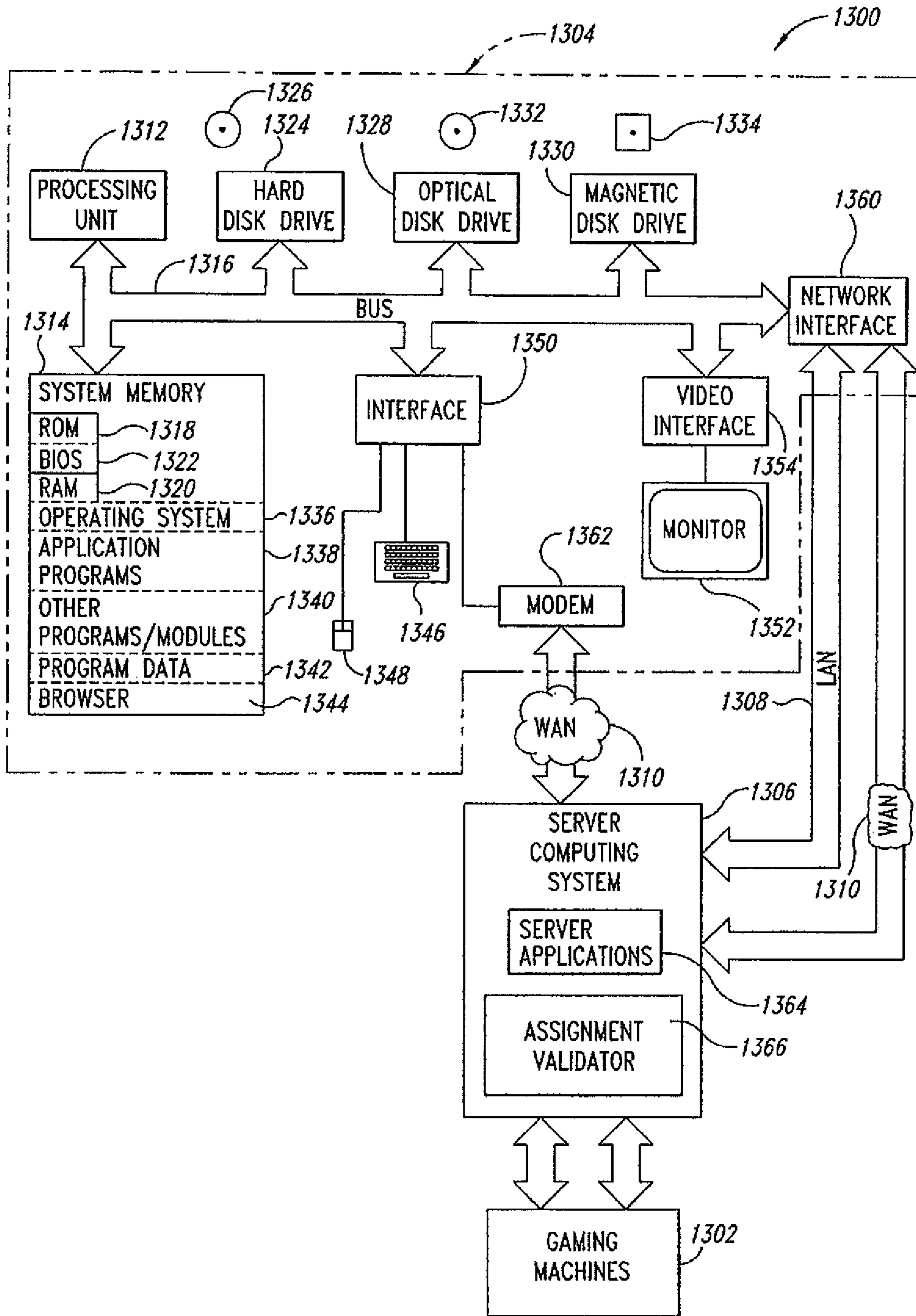


FIG. 13

illustrates a time versus volume profile that may be generated from a gaming machine in accordance with one or more embodiments.

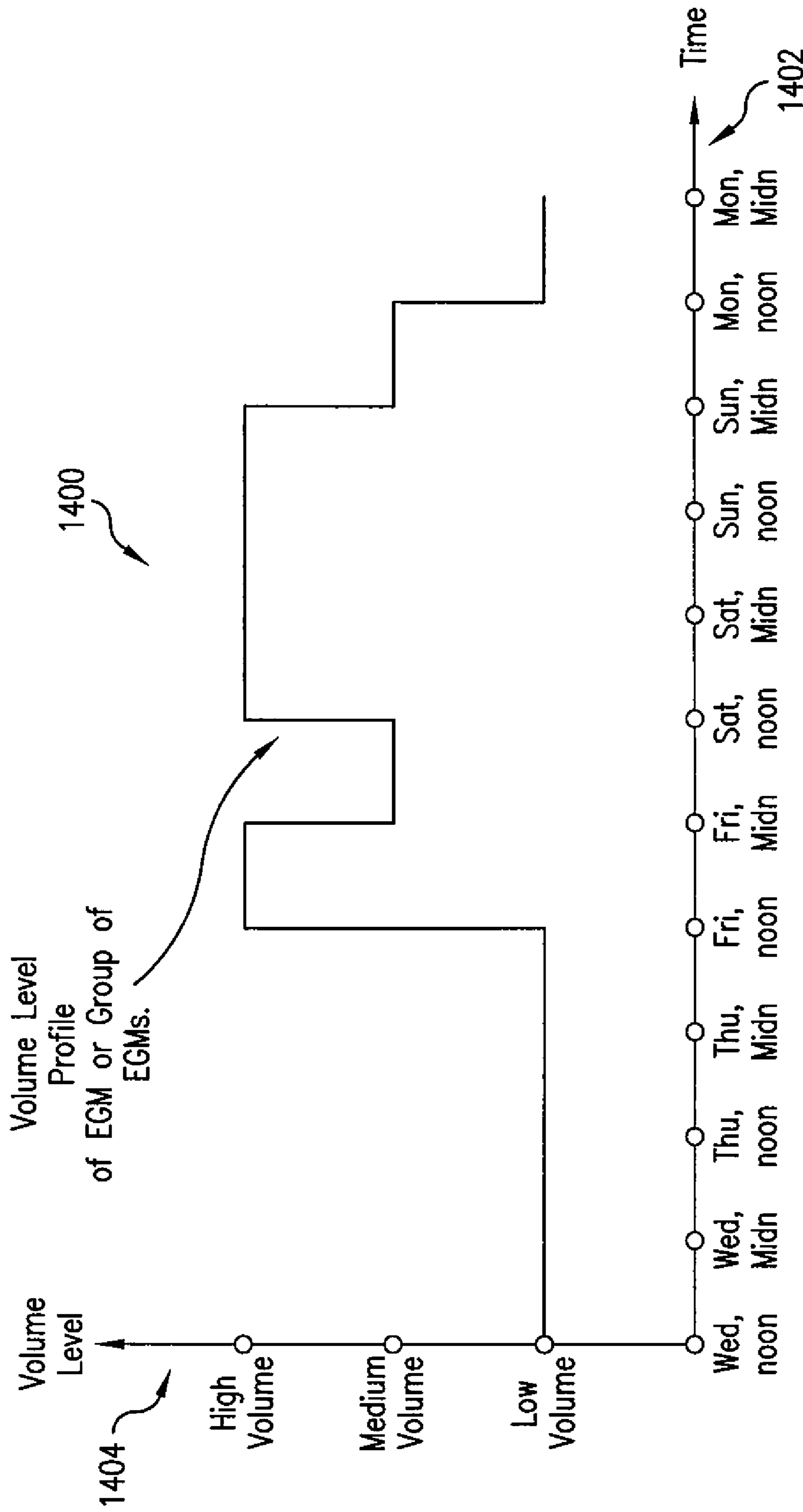


FIG.14A

illustrates a time versus minimum bet profile that may be generated from a gaming machine in accordance with one or more embodiments.

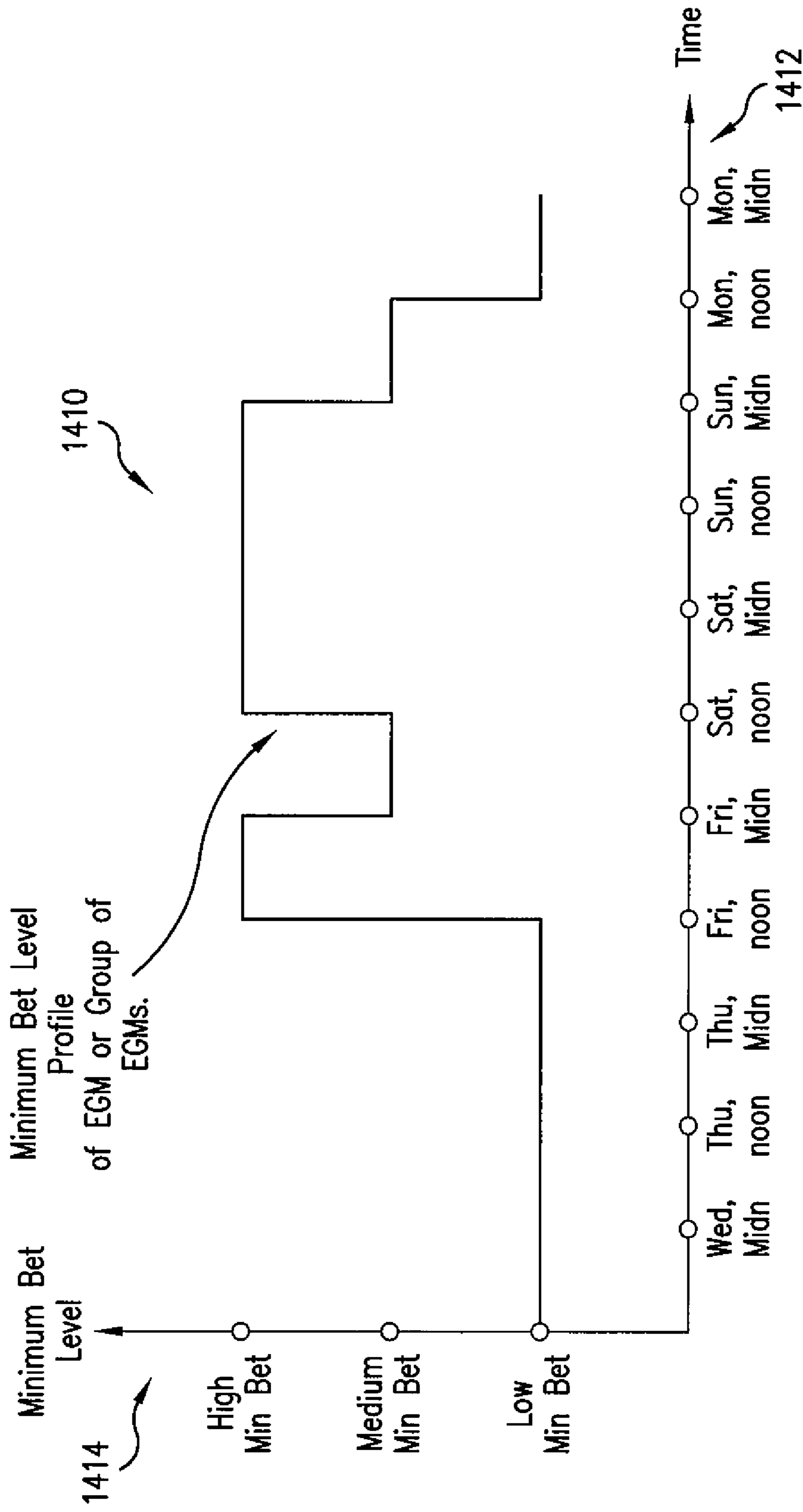


FIG.14B

illustrates an example process flow for generating gaming machine performance tables.

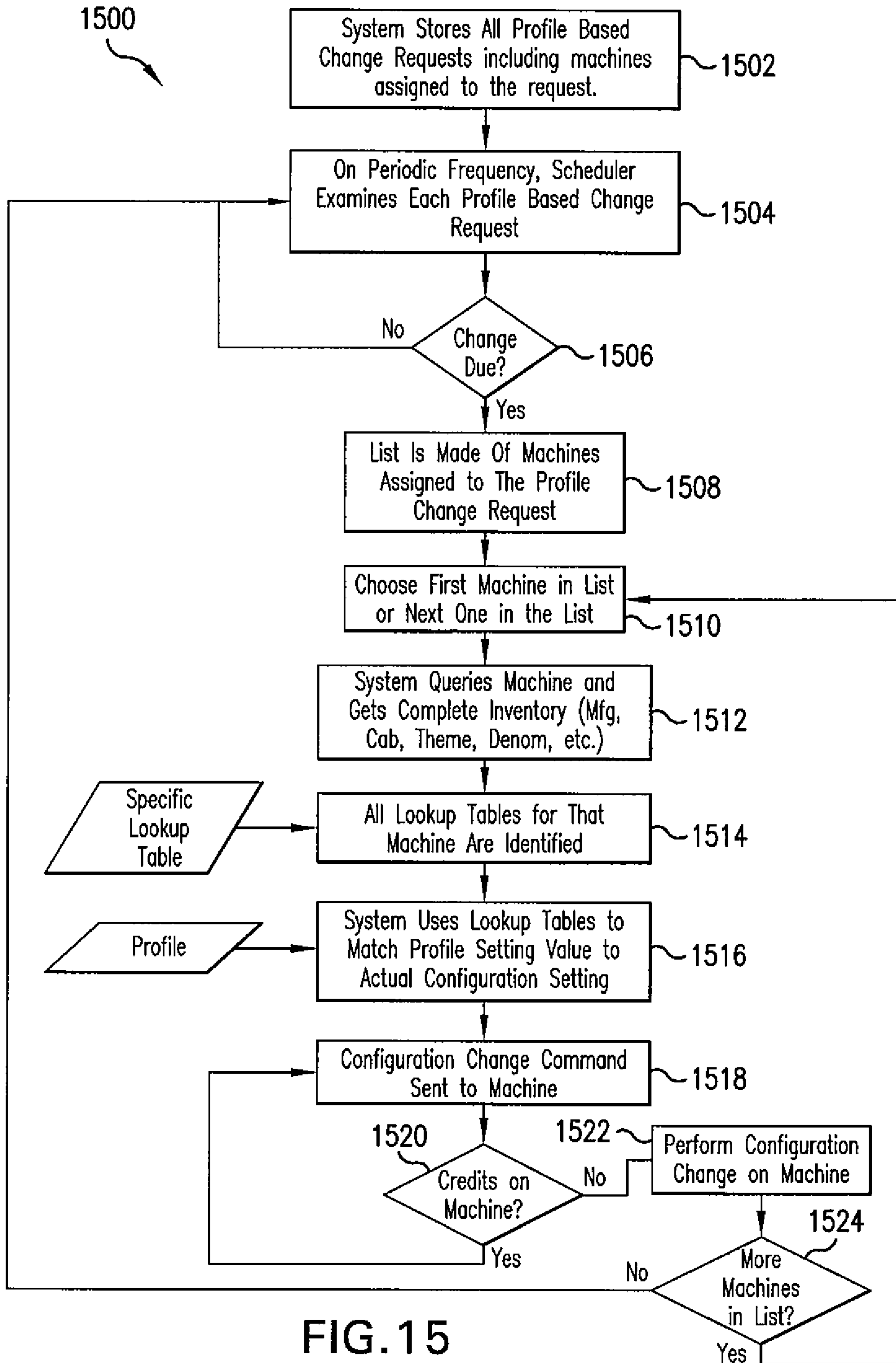


FIG. 15

illustrates an example system diagram for generating profile driven changes within the system.

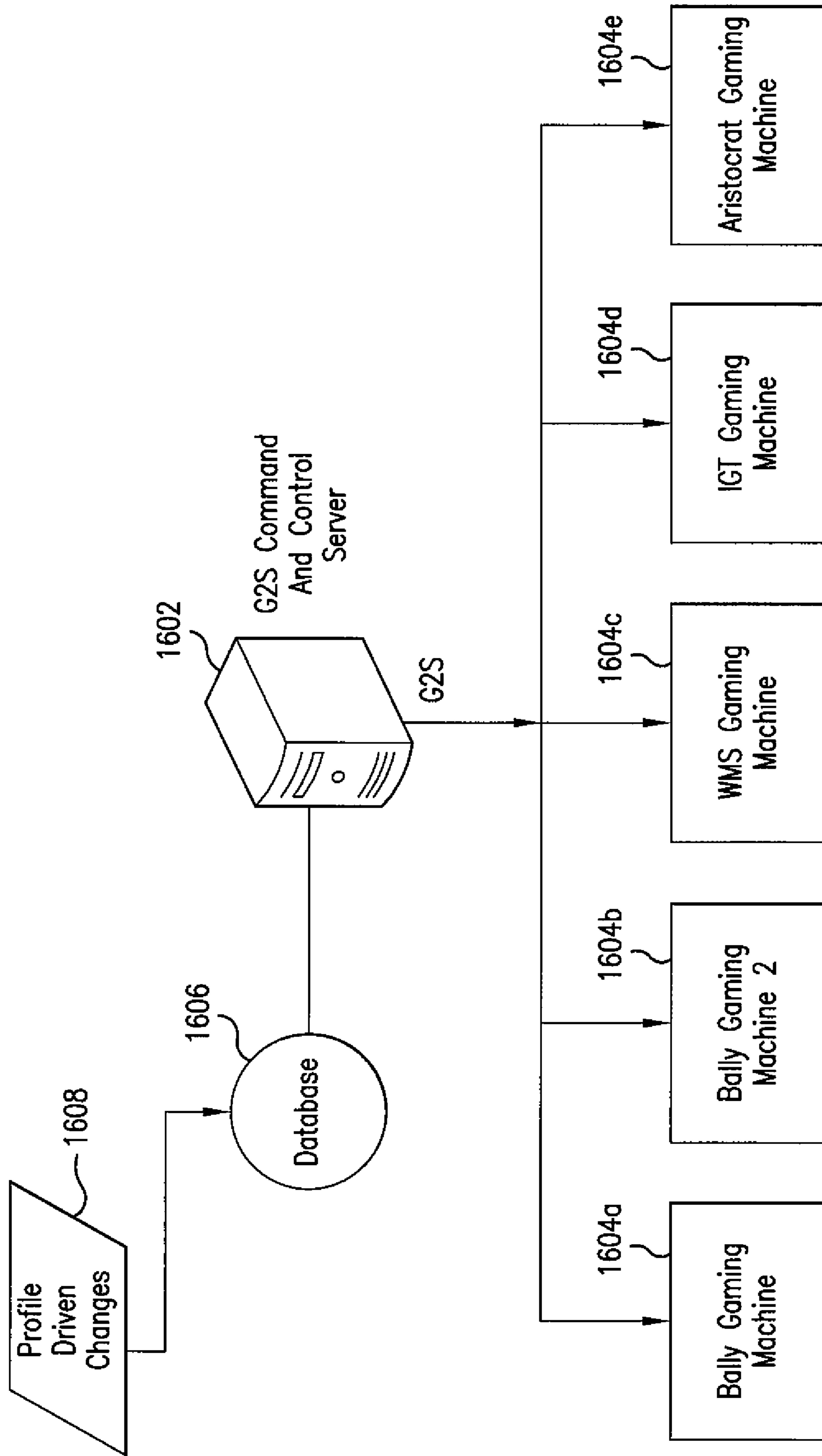


FIG.16

illustrates an example process for a user for meta-options.

1700

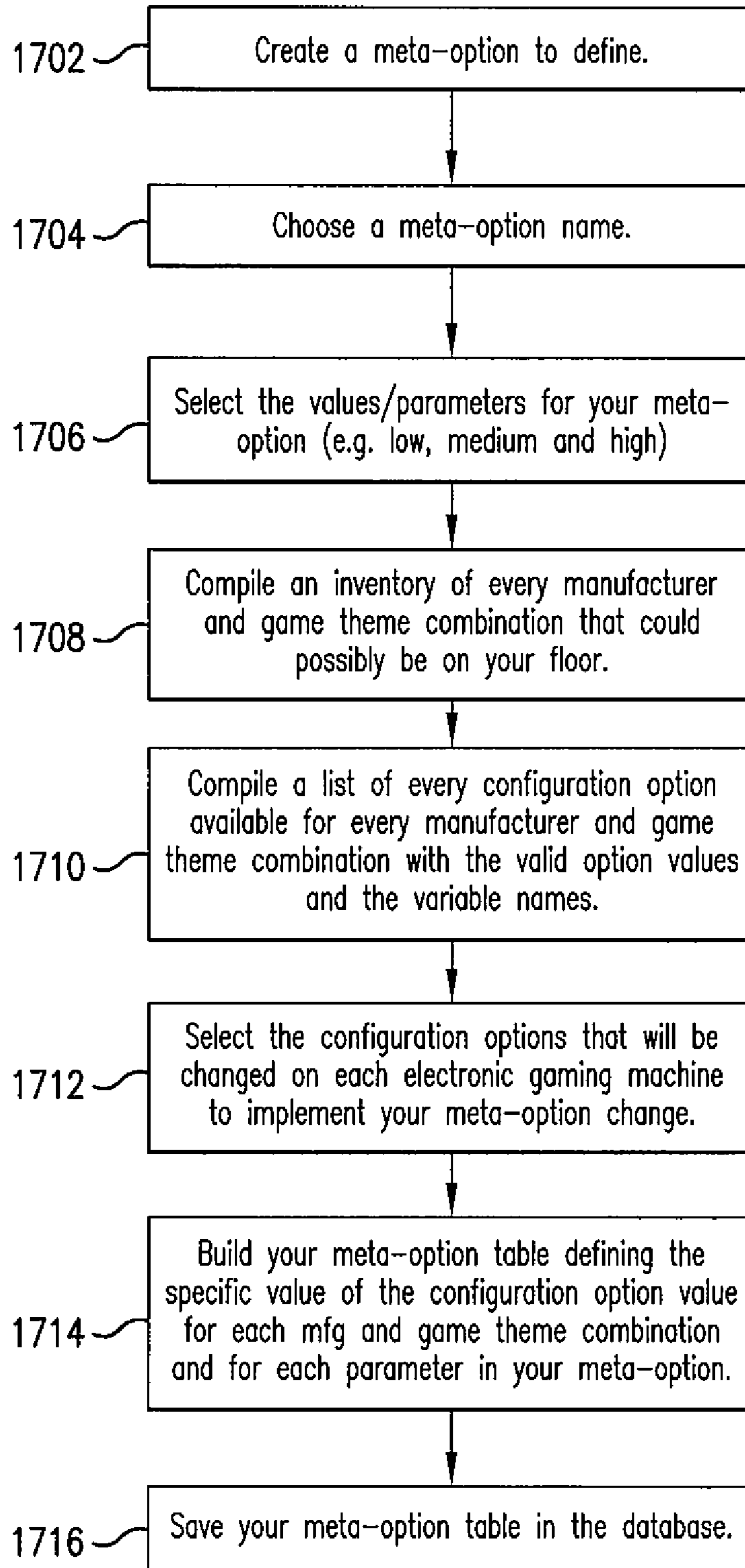


FIG. 17

1802

OptionMap	Column Name	Condensed Type	Nullable
☞	OptionMapID	int	No
	Manufacturer	varchar(50)	No
	Theme	varchar(32)	No
	Paytable	varchar(32)	No
	Denom	numeric(15, 3)	No
	OptionName	varchar(64)	No
	OptionValue	varchar(1024)	No

1804

OptionMapItem	Column Name	Condensed Type	Nullable
☞	OptionMapItemID	int	No
	OptionMapID	int	No
	DeviceClass	varchar(32)	No
	DeviceID	int	No
	GroupProtocolID	varchar(64)	No
	OptionProtocolID	varchar(64)	No
	ProtocolValue	varchar(1024)	Yes

FIG. 18

illustrates a networked system including a DCM engine (server) in accordance with one or more embodiments.

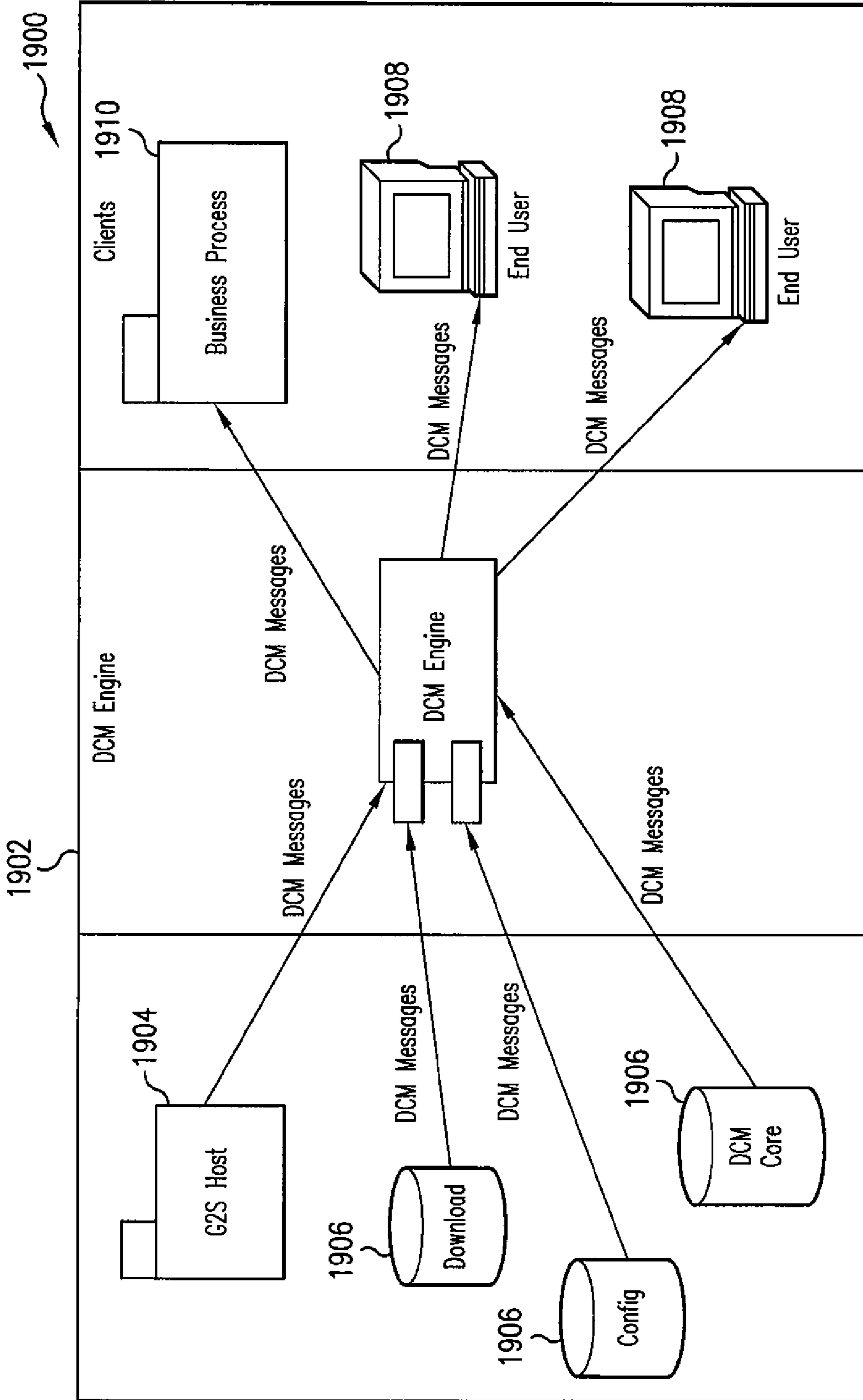


FIG.19

illustrates networked gaming system.

1900

1902

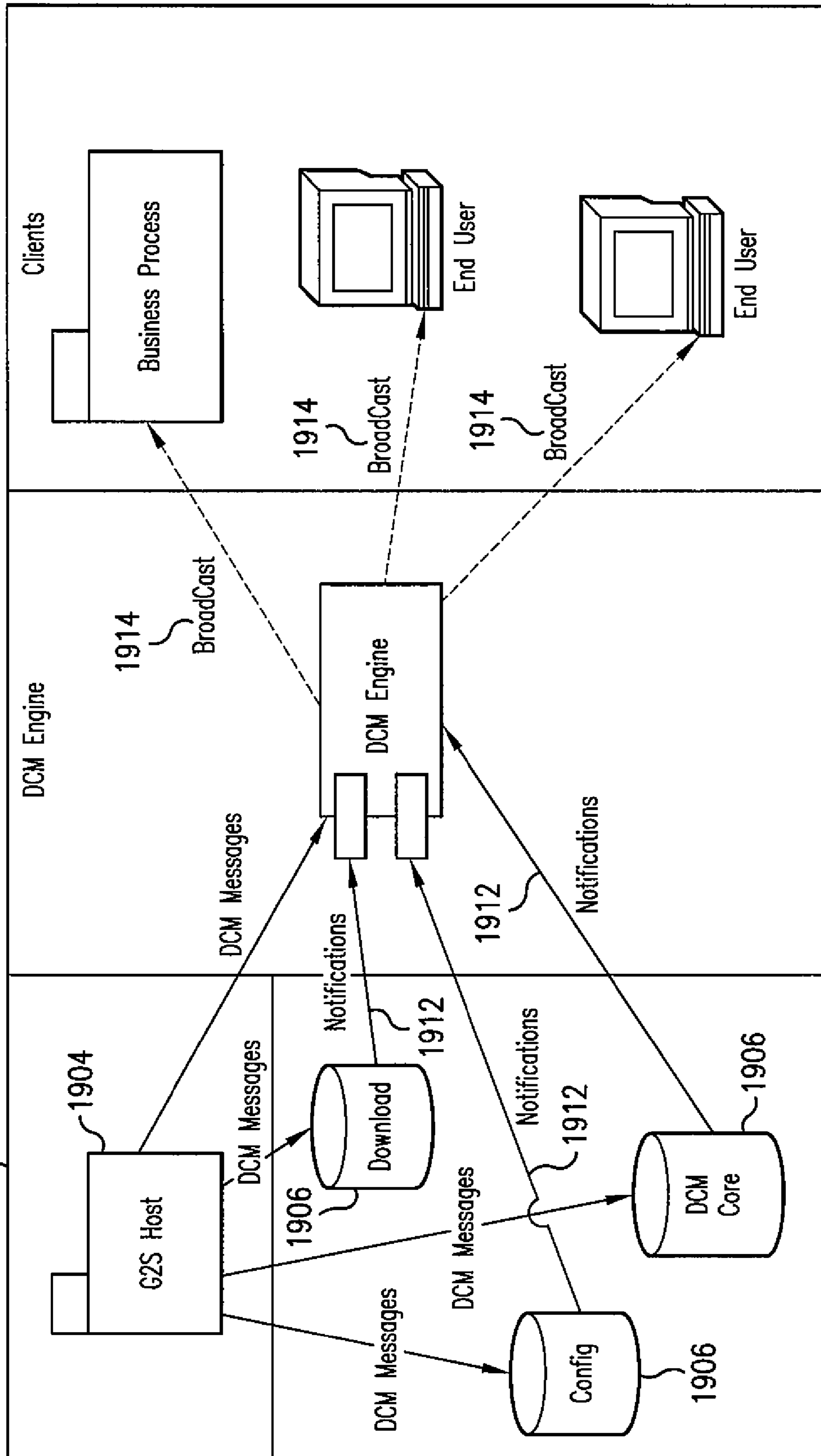


FIG. 20

2100a illustrates a Graphical User Interface (GUI) display panel 2100 where the user gives the assignment a name using an Assignment template.

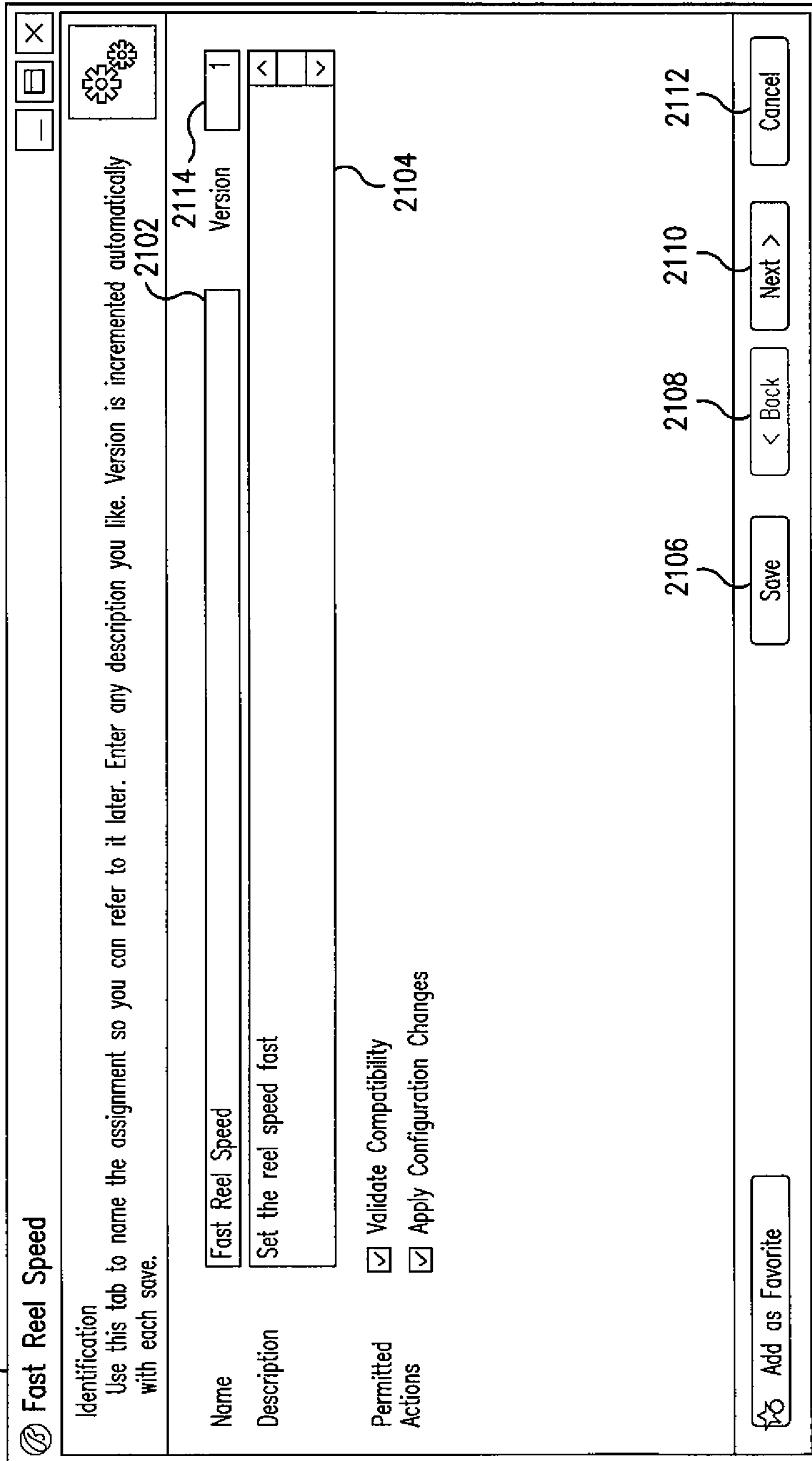


FIG. 21

2100b illustrates a GUI display panel enabling a selection of template options that may be set by a user.

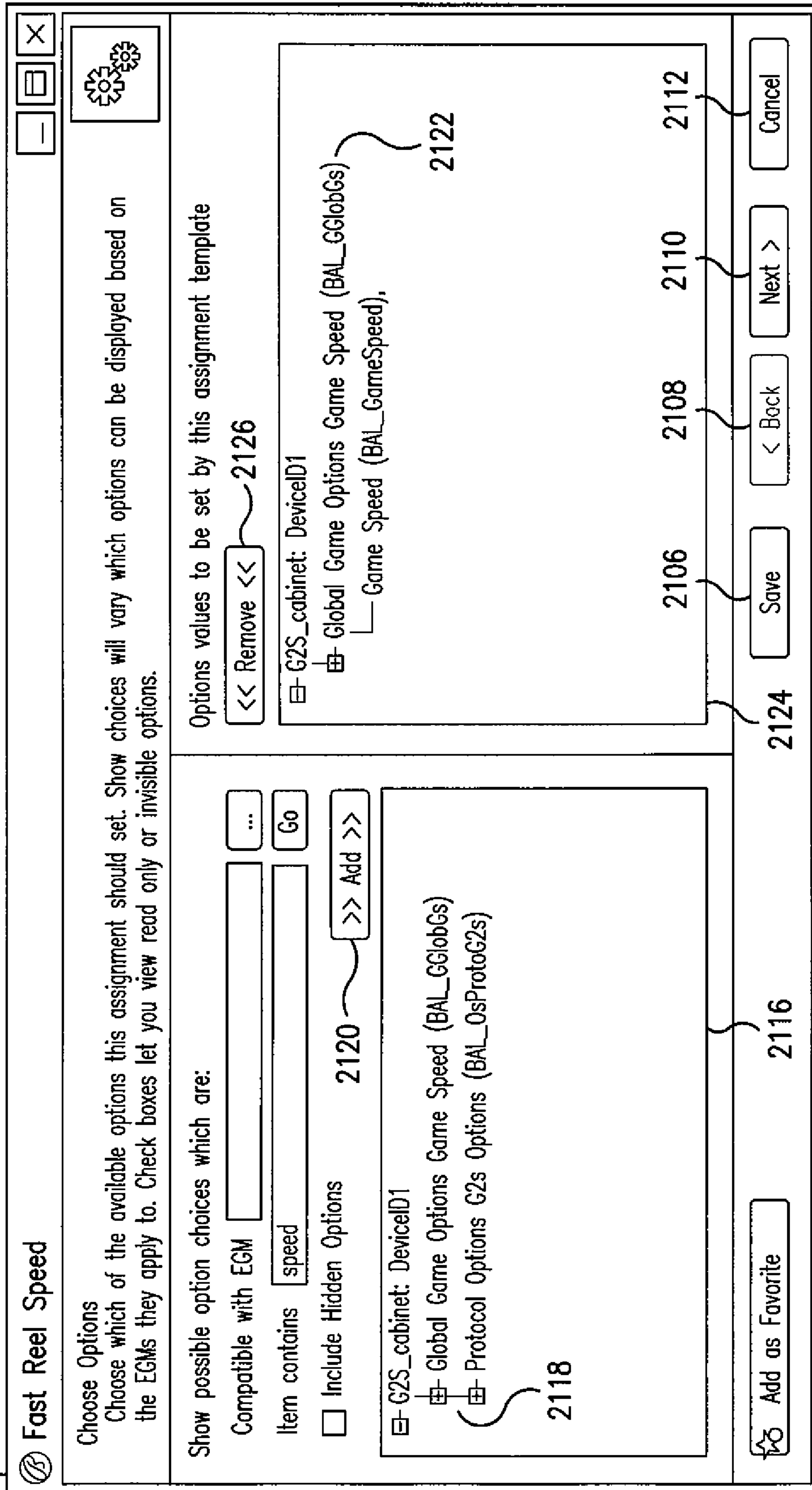


FIG. 22

2100c illustrates a GUI display panel enabling a selection of template options that may be set by a user.

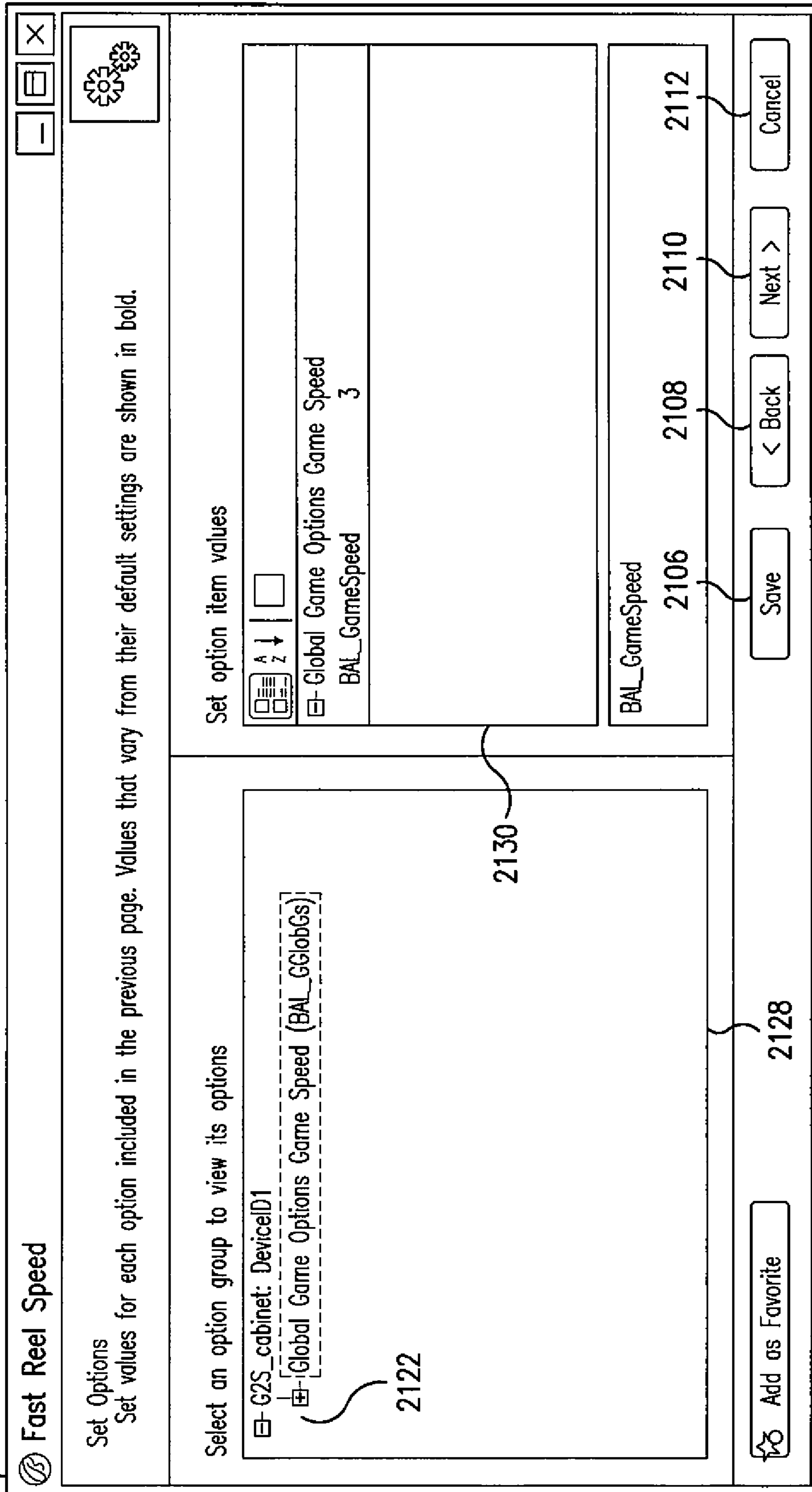


FIG. 23

2100d illustrates a GUI display panel that shows a completed assignment.

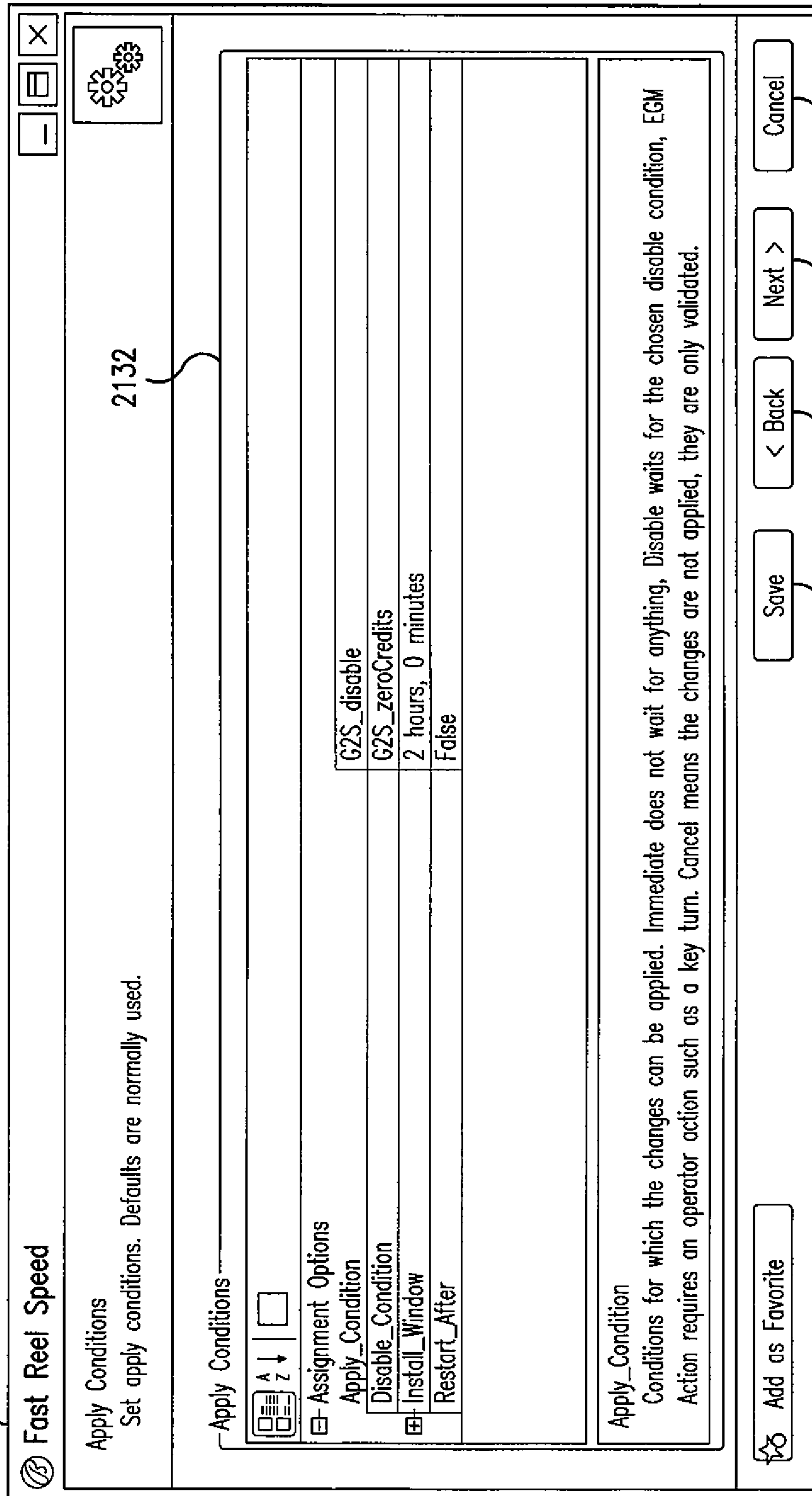


FIG. 24 2106 2108 2110 2112

illustrates a GUI display panel with the final step which is to review the completed and applied assignment.

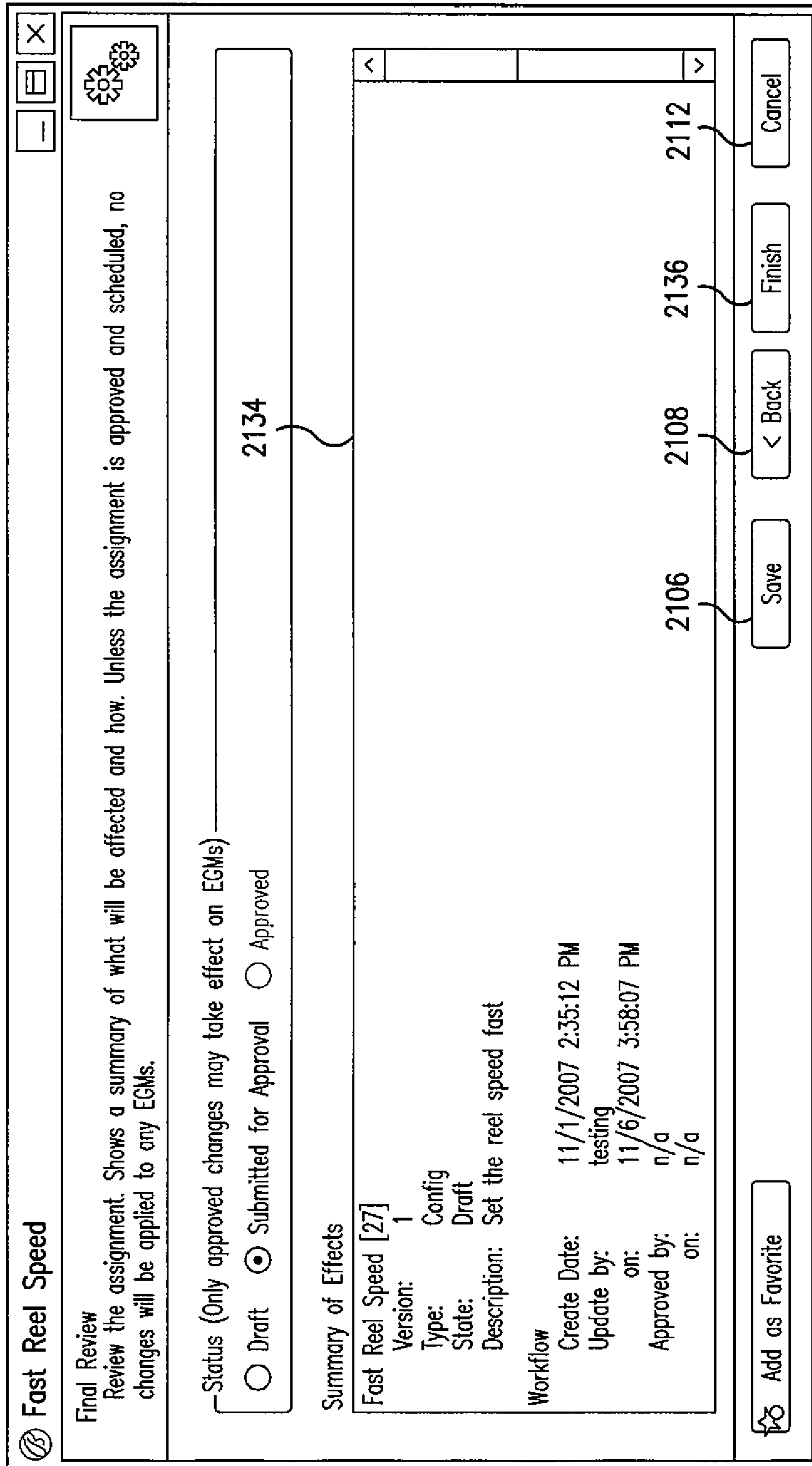


FIG. 25

illustrates an Assignment Bundle Window display panel.

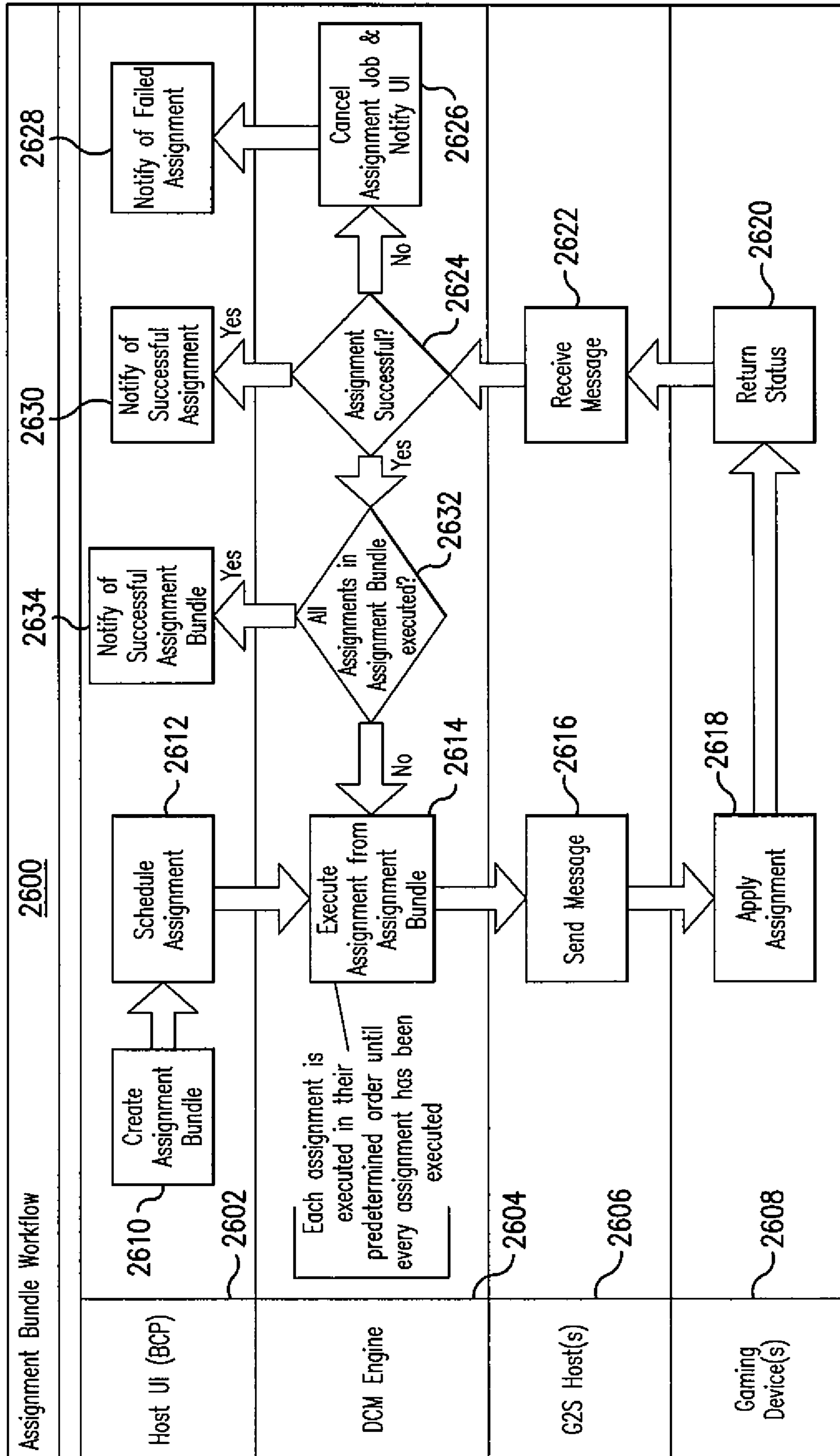


FIG. 26A

2650

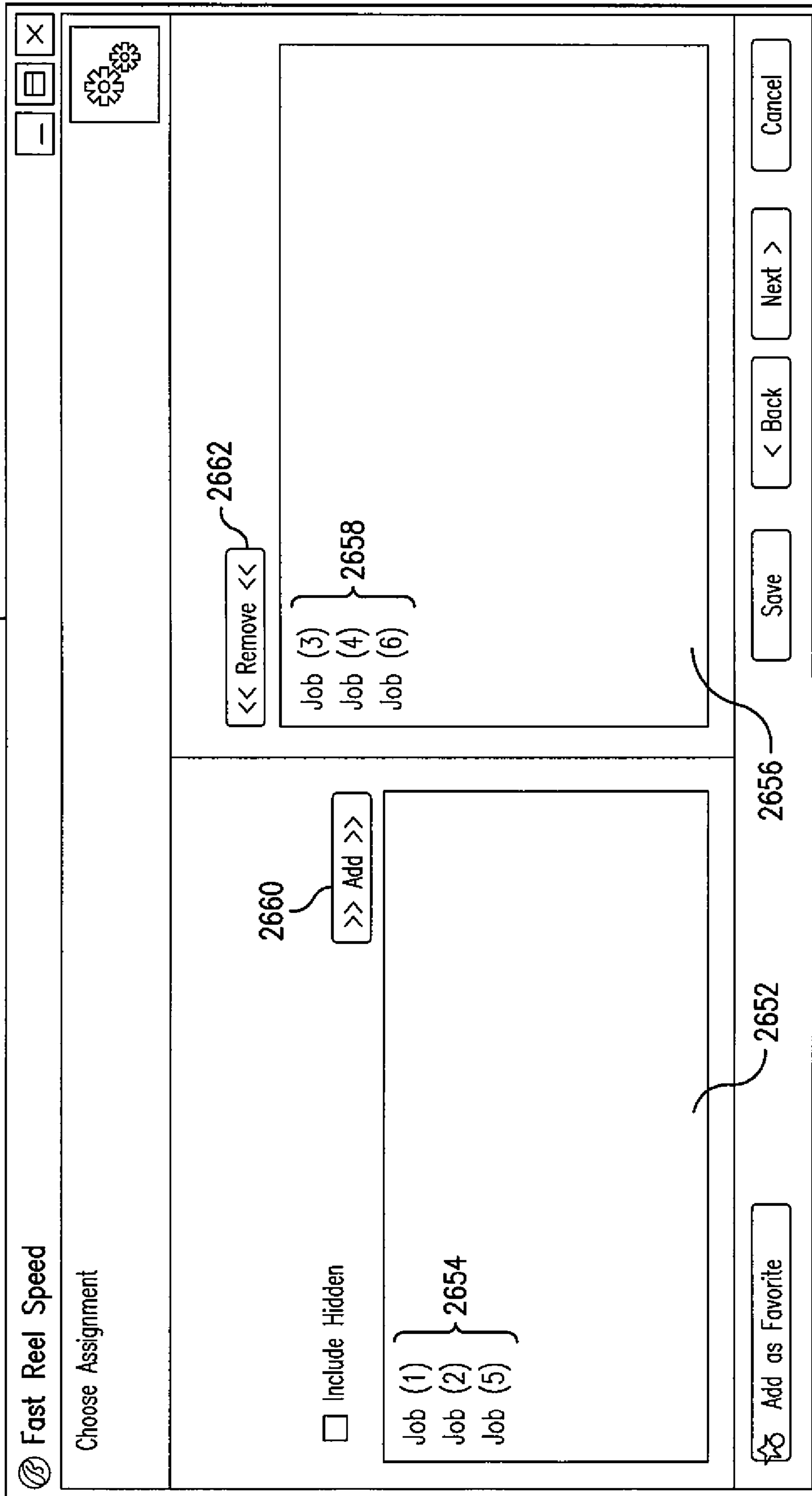


FIG. 26B

illustrates a networked gaming system including a DCM engine including a User Authorization Web Service.

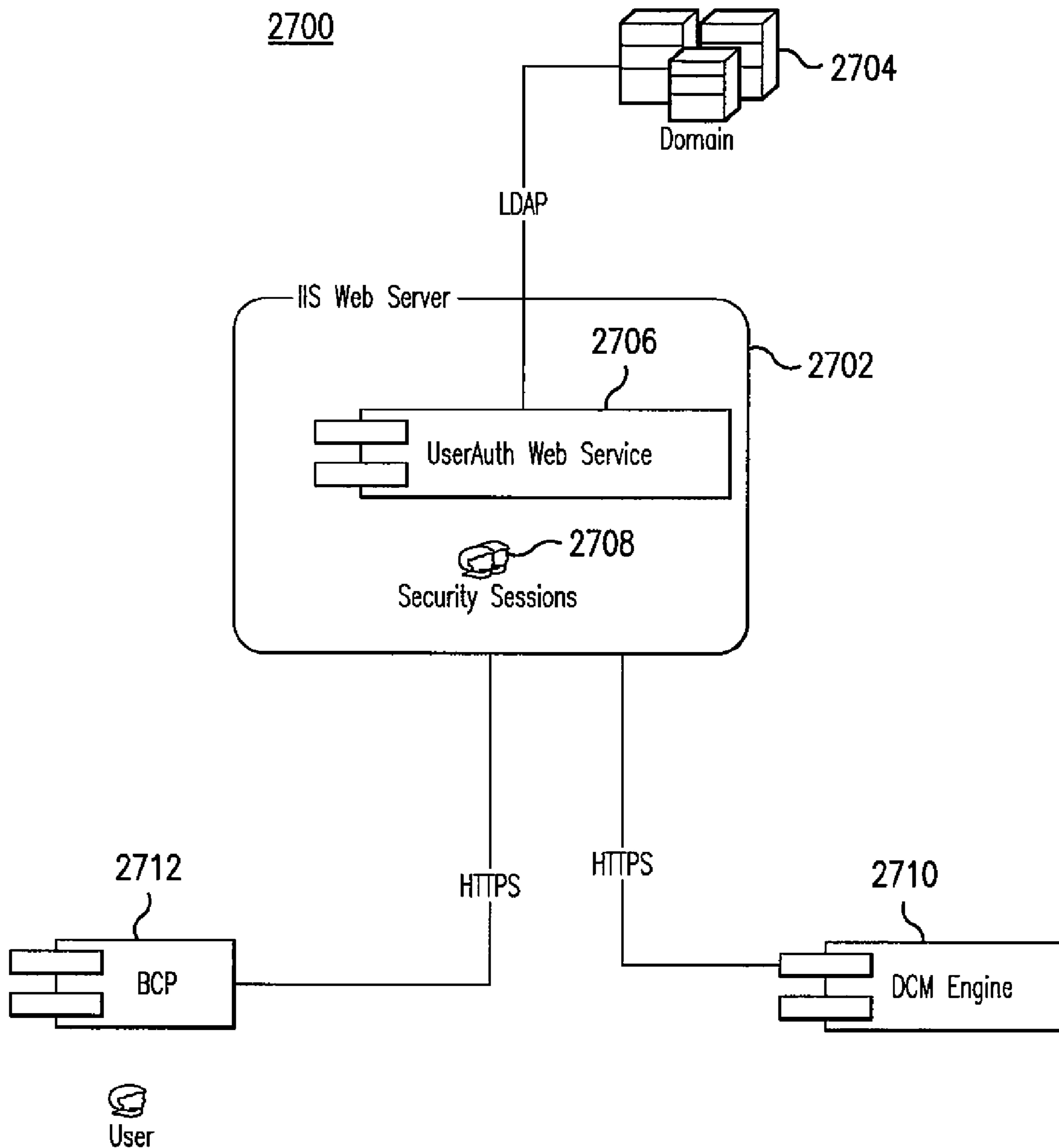


FIG. 27

illustrates a process flow of networked gaming system including a DCM engine including a User Authorization Web Service.

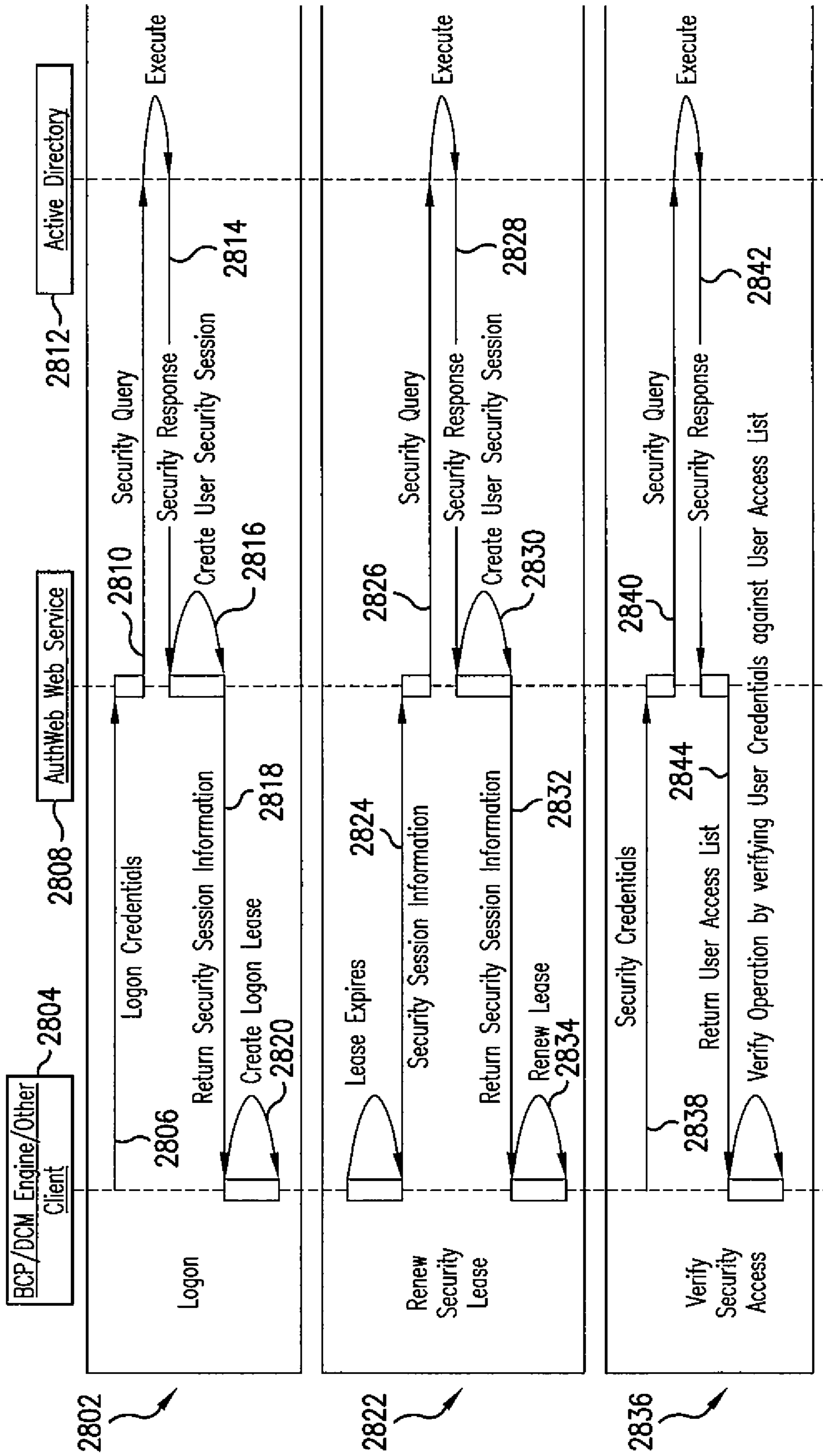


FIG. 28

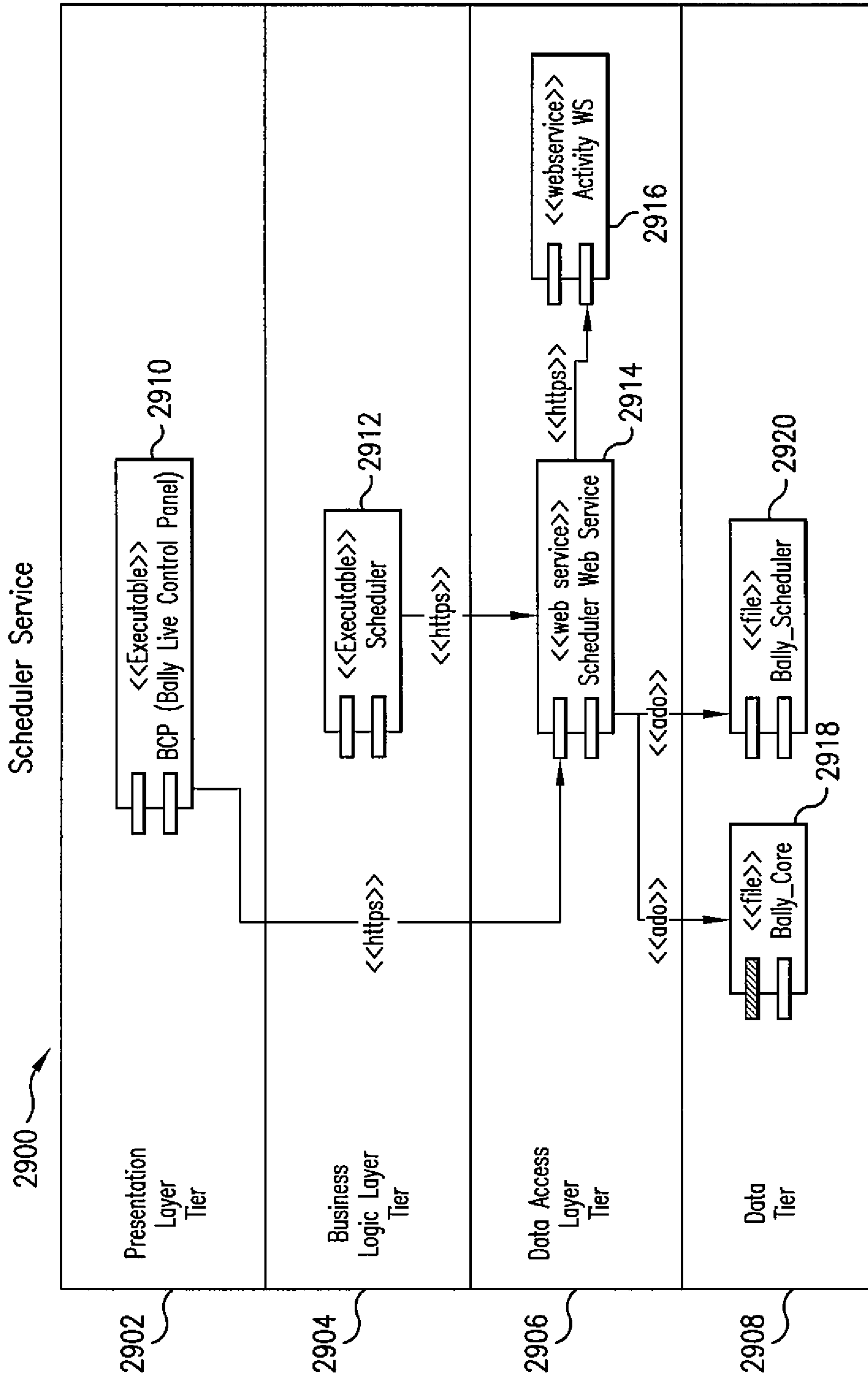


FIG. 29

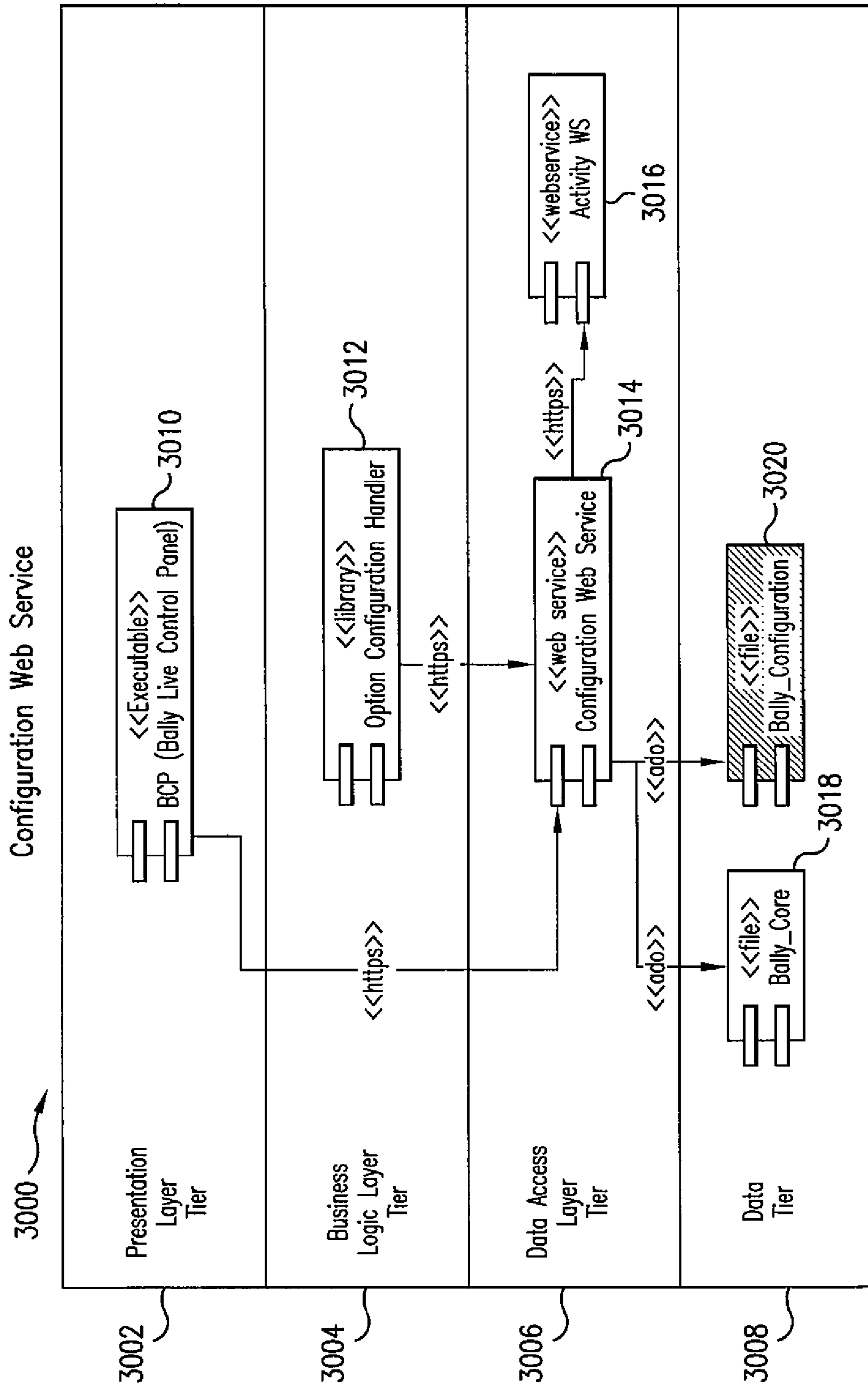


FIG. 30

1

**METHOD AND SYSTEM FOR PROVIDING
DOWNLOAD AND CONFIGURATION JOB
PROGRESS TRACKING AND DISPLAY VIA
HOST USER INTERFACE**

CROSS-REFERENCE TO RELATED
APPLICATIONS

This application claims benefit under 35 U.S.C. 119(e) from U.S. provisional patent application Ser. No. 60/987,338, filed on Nov. 12, 2007, which is incorporated herein by reference in its entirety. This application is a continuation-in-part of U.S. patent application Ser. No. 11/938,121, filed on Nov. 9, 2007, which claims benefit under 35 U.S.C. 119(e) from U.S. provisional patent application Serial No. 60/865,550, filed Nov. 13, 2006 which are incorporated herein by reference in its entirety.

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BACKGROUND OF THE INVENTION

1. Field of the Invention

This invention pertains generally to management systems and methods. More particularly, the present invention relates to a computerized method and system for tracking and displaying download progress.

2. Description of the Related Art

Various networked gaming systems have been developed over the years beginning at least in the 1980's. With acceptance and utilization, users such as casino operators have found it desirable to increase the computer management of their facilities and expand features available on networked gaming systems. For instance, there are various areas in the management of casinos that is very labor intensive, such as reconfiguring gaming machines, changing games on the gaming machines, and performing cash transactions for customers.

BRIEF SUMMARY OF THE INVENTION

In accordance with one or more aspects of the invention, a computerized method and system for tracking and displaying download progress at clients of a server is provided to enable users to monitor the progress of downloads at game devices.

A download and configuration system may be summarized as including a first communications network at a casino, wherein communications carried by the first communications network conforms to a first communication protocol; a download and configuration server configured to provide content stored in a database over the first communications network, the content including applications for game themes and configurations settings; a plurality of electronic gaming machines communicatively coupled to the first communication network, wherein each respective electronic gaming machine of the plurality electronic gaming machines is configured to pull content from the download and configuration server, and while the respective electronic gaming machine pulls content from the download and configuration server, the

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respective electronic gaming machine from time-to-time provides a respective progress message carrying information indicative of an amount of content pulled from the download and configuration server; a second communications network at a casino, wherein communications carried by the second communications network conforms to a second communication protocol; a plurality of clients communicatively coupled to the second communications network, the plurality of clients including at least one registered-client that receives a respective multi-cast client-progress message over the second communications network; a download and configuration controller that is communicatively coupled to the first communications network and the second communications network and that reads progress messages received at the download and configuration controller and for a respective progress message, the download and configuration controller multi-casts a respective client-progress message carrying information indicative of the respective amount of content pulled from the download and configuration server by a respective electronic gaming machine to selected registered clients of the plurality of clients based at least on a respective message classifier associated with the respective progress message, wherein the download and configuration controller and each respective electronic gaming machine communicate in at least client request-server response mode where a respective client makes a request and the server provides a response to the request.

The download and configuration system may also include a database stored on a computer-readable medium having at least one look-up table that associates information indicative of a logical address and information indicative of a respective progress type requested by a respective registered client with a respective message classifier for each registered client of the plurality of clients. In response to receiving a respective progress message having a respective message classifier, the download and configuration controller may determine a respective logical address for a number of registered clients from the look-up table based at least on the respective message classifier and may address a respective client-progress message with the respective logical address for the determined number of registered clients. A first and a second registered client of the plurality of clients may be registered to receive download progress information for a download at a specific one of the electronic gaming machines, wherein each of the first and the second registered clients may receive a sequence of multi-cast client-progress messages, and wherein each of the first and the second registered clients may provide a respective indicator indicative of the amount of content pulled down by the specific electronic gaming machine. The respective indicator indicative of the amount of content pulled down by the specific electronic gaming machine may be a progress bar indicating a current percentage of a total amount of content in the download for at least one of the first or the second registered client. A third registered client of the plurality of clients may be registered to receive download progress information for a number of downloads at a number of the electronic gaming machines, wherein the third registered client may receive a sequence of multi-cast client-progress messages, and wherein the third registered client registered client may provide an indicator indicative of the aggregate amount of content pulled down by the number electronic gaming machine. The indicator indicative of the aggregate amount of content pulled down by the number electronic gaming machines may be a progress bar indicating a current percentage of a total amount of content in the number of downloads. The first communications protocol may be in accordance with a Game-to-Server (G2S) protocol.

Each progress message may be a packagestatus message in accordance with a Game-to-Server (G2S) protocol. The client-progress message may be in accordance with a user data-gram protocol.

A computer implemented method of providing download progress notifications to a plurality of clients of a server may be summarized as including registering a respective client of a server to selectively receive client-progress messages, wherein the respective client is one of a plurality of clients of the server, and wherein each respective client of the server and the server communicate in at least a client request-server response mode where the respective client provides a respective request and the server provides a respective response to the respective request; receiving a respective progress message carrying a respective indicator indicative of an amount of content pulled down by an electronic gaming machine in accordance with a first communication protocol at the server; reformatting the respective indicator indicative of the amount of content pulled down by the electronic gaming machine in accordance with a second communications protocol; and multi-casting a respective client-progress message carrying information indicative the reformatted respective indicator indicative of the amount of content pulled down by the electronic gaming machine in accordance with the second communication protocol to selected registered clients of the plurality of clients based at least on a respective message classifier associated with the respective progress message, wherein at least one client of the plurality of clients does not receive the respective client-notification.

Receiving a respective progress message carrying a respective indicator indicative of an amount of content pulled down by an electronic gaming machine in accordance with a first communication protocol at the server may include for each electronic gaming machine pulling down content of a plurality of electronic gaming machines pulling down content, receiving a respective progress message carrying a respective indicator indicative of an amount of content pulled down by the respective electronic gaming machine, and further may include determining a current aggregate amount of content pulled down by the plurality of electronic gaming machines pulling down content based at least on the respective indicator indicative of the amount of content pulled down by a respective electronic gaming machine of the plurality of electronic gaming machines pulling down content; formatting an indicator indicative of the current aggregate of pulled down content in accordance with the second communications protocol; and multi-casting a respective client-progress message carrying information indicative of the current aggregate of pulled down content in accordance with the second communication protocol to selected registered clients of the plurality. The computer implemented method may include determining a total amount of content to be pulled down by the plurality of electronic gaming machines pulling down content, wherein the information indicative of the current aggregate of pulled down content may be a percentage of the total amount of content to be pulled down. Prior to multi-casting a respective client-progress message, the method may further include reading a respective logical address for a number of registered clients from a look-up table based at least on the respective message classifier; and addressing the respective client-progress message with each respective logical address for the number of registered clients. Registering a respective client of a server to selectively receive client-notifications may include receiving a respective registration message from the respective client at the server, the respective registration message may include information indicative of a respective logical address of the respective client and information indicative of

a number of types of notifications requested; and associating information indicative of the respective logical address of the respective client and information indicative of a respective notification requested with a respective message classifier for each of the number of types of notifications requested in a look-up table. The computer implemented method may include receiving a respective unregistration message from the respective client at the server; removing the information indicative of the respective logical address of the respective client from the look-up table. The information indicative of the respective logical address of the respective client may include an IP address for the respective client and the information indicative of the number of types of notifications requested may identify each type of notification requested.

A computer implemented method of notifying a user of a client of progress of a download progress at an electronic gaming machine may be summarized as including providing a server with a registration request for receiving a sequence of multi-cast client-progress messages, each multi-cast client-progress message carrying information indicative of a respective amount of content pulled down by an electronic gaming machine of a plurality of electronic gaming machines; from time-to-time, receiving a respective multi-cast client-progress message of the sequence of multi-cast client-progress messages from a server communicatively coupled to the plurality of electronic gaming machines; displaying in a graphical user interface of the client information indicative of the amount of content pulled down by the electronic gaming machine based at least on a currently latest received multi-cast client-progress message.

Displaying in a graphical user interface of the client information indicative of the amount of content pulled down by the electronic gaming machine based at least on a currently latest received multi-cast client-progress message may include displaying in the graphical user interface of the client a window having a progress bar that is indicative of the amount of content pulled down by the electronic gaming machine. The computer implemented method may include booting-up the client, wherein the registration request may be provided in response to the booting-up of the client. The computer implemented method may include initiating an application that interfaces with the server at the client, wherein the registration request may be provided in response to the initiation of the application.

Further aspects, features and advantages of various embodiments of the invention will be apparent from the following detailed disclosure, taken in conjunction with the accompanying sheets of drawings.

BRIEF DESCRIPTION OF THE SEVERAL VIEWS OF THE DRAWINGS

FIG. 1 is a schematic view of a gaming environment according to one nonlimiting embodiment.

FIGS. 2A and 2B are screen prints of a scheduler panel presenting a graphical display of download and configuration jobs scheduled in a gaming system according to one nonlimiting embodiment.

FIG. 3A is a download and configuration context diagram according to one nonlimiting embodiment.

FIG. 3B is a download and configuration network diagram according to one nonlimiting embodiment.

FIG. 3C is a download and configuration network diagram according to one nonlimiting embodiment.

FIG. 4 is flow diagram of a process of networked component discovery that may be utilized by a gaming network according to one nonlimiting embodiment.

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FIG. 5 is a schematic of a notification process within a client-server architecture system with multiple clients according to one nonlimiting embodiment.

FIG. 6 is a schematic of a notification process within a client-server architecture system with multiple clients according to one nonlimiting embodiment.

FIG. 7 is a schematic of a DCM server incorporating a UDP Broadcast Processor function according to one nonlimiting embodiment.

FIG. 8 is a process for registering a client with a DCM Engine according to one nonlimiting embodiment.

FIG. 9 is a process for a DCM engine to provide notifications to clients according to one nonlimiting embodiment.

FIG. 10 is a process for deregistering a client from a DCM engine according to one nonlimiting embodiment.

FIG. 11 is a context diagram of associational relationships for a collection of gaming machines according to one nonlimiting embodiment.

FIG. 12 is a schematic of a portion of a download and configuration system that provides progress that is displayed to clients according to one nonlimiting embodiment.

FIG. 13 is a schematic of a gaming environment according to one nonlimiting embodiment.

FIG. 14A is a graph of a volume profile according to one nonlimiting embodiment.

FIG. 14B is a graph of a minimum bet profile according to one nonlimiting embodiment.

FIG. 15 is a flow diagram of a process flow for generating gaming machine performance tables according to one nonlimiting embodiment.

FIG. 16 is a schematic of a command and control server in a gaming environment according to one nonlimiting embodiment.

FIG. 17 is a flow diagram of a process for creating a meta-option according to one nonlimiting embodiment.

FIG. 18 is a diagram of a look-up table definition schema according to one nonlimiting embodiment.

FIG. 19 is a schematic of a networked system including a DCM engine (server) according to one nonlimiting embodiment.

FIG. 20 is a schematic of a networked system including a DCM engine (server) recovering from a power failure according to one nonlimiting embodiment.

FIG. 21 is a screen print showing a graphical user interface (GUI) display panel of an assignment-creator/modifier program according to one nonlimiting embodiment.

FIG. 22 is a screen print showing a graphical user interface (GUI) display panel of an assignment-creator/modifier program according to one nonlimiting embodiment.

FIG. 23 is a screen print showing a graphical user interface (GUI) display panel of an assignment-creator/modifier program according to one nonlimiting embodiment.

FIG. 24 is a screen print showing a graphical user interface (GUI) display panel of an assignment-creator/modifier program according to one nonlimiting embodiment.

FIG. 25 is a screen print showing a graphical user interface (GUI) display panel of an assignment-creator/modifier program according to one nonlimiting embodiment.

FIG. 26A is a flow diagram of a procedure for creating and implementing a bundle assignment according to one nonlimiting embodiment.

FIG. 26B is a window of an assignment-bundle graphical user interface according to one nonlimiting embodiment.

FIG. 27 is a schematic of a networked gaming system including a DCM engine including a User Authorization Web Service according to one nonlimiting embodiment.

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FIG. 28 illustrates a process flow of a networked gaming system including a DCM engine including a User Authorization Web Service according to one nonlimiting embodiment.

FIG. 29 is a block diagram of a scheduler service in a gaming network according to one nonlimiting embodiment.

FIG. 30 is a block diagram of a user interface download web service in a gaming network according to one nonlimiting embodiment.

In the drawings, identical reference numbers identify similar elements or acts. The sizes and relative positions of elements in the drawings are not necessarily drawn to scale. For example, the shapes of various elements and angles are not drawn to scale, and some of these elements are arbitrarily enlarged and positioned to improve drawing legibility. Further, the particular shapes of the elements as drawn, are not intended to convey any information regarding the actual shape of the particular elements, and have been solely selected for ease of recognition in the drawings.

DETAILED DESCRIPTION OF THE INVENTION

In the following description, certain specific details are set forth in order to provide a thorough understanding of various disclosed embodiments. However, one skilled in the relevant art will recognize that embodiments may be practiced without one or more of these specific details, or with other methods, components, materials, etc. In other instances, well-known structures associated with servers, networks, displays, and/or with computer type devices have not been shown or described in detail to avoid unnecessarily obscuring descriptions of the embodiments.

Unless the context requires otherwise, throughout the specification and claims which follow, the word “comprise” and variations thereof, such as, “comprises” and “comprising” are to be construed in an open, inclusive sense, that is as “including, but not limited to.”

Reference throughout this specification to “one embodiment” or “an embodiment” means that a particular feature, structure or characteristic described in connection with the embodiment is included in at least one embodiment. Thus, the appearances of the phrases “in one embodiment” or “in an embodiment” in various places throughout this specification are not necessarily all referring to the same embodiment. Furthermore, the particular features, structures, or characteristics may be combined in any suitable manner in one or more embodiments.

As used in this specification and the appended claims, the singular forms “a,” “an,” and “the” include plural referents unless the content clearly dictates otherwise. It should also be noted that the term “or” is generally employed in its sense including “and/or” unless the content clearly dictates otherwise.

The headings and Abstract of the Disclosure provided herein are for convenience only and do not interpret the scope or meaning of the embodiments.

Any process descriptions or blocks in flowcharts described below may be understood as representing modules, segments, or portions of code which include one or more executable instructions for implementing specific logical functions. In alternative embodiments, various logical functions, or acts may be executed out of order from that shown or discussed, including substantially concurrently or in reverse order, and/or manually, depending on the functionality involved, as would be understood by those reasonably skilled in the art.

Various embodiments are directed to a networked gaming system including one or more download and configuration management servers, one or more game and player monitor-

ing components, and at least one user control station enabling the monitoring and modification of networked gaming machines. The embodiments are illustrated and described herein, by way of example only, and not by way of limitation. Referring now to the drawings, and more particularly to FIGS. 1-31, there are shown illustrative examples of various GUI displays which may be generated on a user control stations to monitor and modify game and player activity, gaming networks including one or more user control stations with download and configuration features, and methods associated therewith, in accordance with various aspects of the invention.

Game-Entertainment Environment

FIG. 1 shows a game-entertainment environment 100 according to one non-limiting illustrated embodiment. The game-entertainment environment 100 may include a front end 102 and a back end 104. The game-entertainment environment 100 may be a casino or other gaming environment. For the sake of clarity, the game-entertainment environment 100 is described below as a casino, but the game-entertainment environment 100 is not limited as such.

The front end 102 includes a casino floor 106 having a number of game stations 108. Each one of the gaming stations 108 may include at least one electronic gaming machine (EGM) 110 and at least one table gaming apparatus 112. EGMs 110 may electronically provide various games of chance and/or skill. Non-exhaustive and non-limiting examples of the EGMs 110 include slot machines, pachinko machines, video lottery terminals, video poker terminals, bingo machines, lotto machines, video keno terminals, video roulette terminals, video blackjack terminals, multi-game machines, arcade games, and so forth.

Table gaming apparatus 112 may include at least one electronic device 114 and a playing surface 116 on which various games of chance and/or of skill that may be played such as, but not limited to poker, blackjack, baccarat, roulette, keno, etc. Among other things, the device 114 may be adapted to provide information to casino personnel and/or to players. In one embodiment, the device 114 may be used by a player to place wagers. In one embodiment, the device 114 may be used in a system to provide bonuses to a player, where a bonus is an item, credit, good, or service that is provided in addition to payouts for successful wagers placed by the player. In one embodiment, the device 114 may be reconfigurable such that the device 114 operates in a post-reconfiguration mode that is different from a pre-reconfiguration mode.

In some embodiments, the EGMs 110 include disparate gaming machines, such as but not limited to: gaming machines that each play different games (e.g., slot machines, bingo, etc.), gaming machines made by different manufacturers, gaming machines that play the same game but are of different versions/models by the same manufacturer, or any other EGMs 110 that may have similarities and differences as compared to other ones of the EGMs 110. Moreover in one embodiment, machines or devices 114 alternatively or additionally to the EGMs 110 can be provided with configuration changes. Examples of such machines/devices can include, but not be limited to, player interface unit 310 such as an iView displays, signage displays, kiosks, audio systems, and so forth.

According to one embodiment, the back end 104 includes a casino system controller 118 that is communicatively coupled to the devices 114 and the EGMs 110 of the game stations 108 by a network 120. The network 120 can include wired and/or wireless communication links. Examples of the network 106 can include a local area network (LAN), virtual private network (VPN), an Internet connection, and/or any

other network configuration that is capable to enable the casino system controller 118 to communicate with the EGMs 110 and the devices 114. The network 120 may provide two-way communications between the front end 102 components, e.g., devices 114 and EGMs 110, and the casino system controller 118.

According to one embodiment, the back end 104 also includes a database 122 that is communicatively coupled to the casino system controller 118. The database 122 may include modules, software routines, structured logic, structured data, etc., which, when executed by the casino system controller 118 enable the casino system controller 118 to, among other things, apply business logic in scheduling, controlling and monitoring the casino floor 106 and/or configuring/reconfiguring EGMs 110 and/or devices 114 and/or controlling and monitoring downloads to the EGMs 110 and/or devices 114.

Scheduler Panel

Referring to FIG. 2A, a window or screen, scheduler panel, 200 is shown that presents a graphical display of download and configuration assignments scheduled in a gaming system, such as may be displayed at a user control station (also referred to as a Control Panel herein) in accordance with one or more embodiments.

The scheduler panel 200 may be implemented as a GUI (graphical user interface) which may be integrated with a Control Panel, such as a Bally Technologies Control Panel, which may include a display, keyboard, and mouse for use by a casino operator. The scheduler panel 200 provides an easy, intuitive way for operators to view, monitor status and manipulate assignment such as download jobs and configuration jobs. Each assignment may be presented on a timeline showing the start of the assignment. There may be a vertical bar, which may be any color such as lime-green, indicating the current time as a reference. The entire content can be scrolled in any direction, however when scrolling vertically, the header showing the dates and hours remain visible, and in some embodiments, the dates and hours may always remain visible.

The Toolbar:

Operating similarly to conventional toolbars, such as those provided in a Microsoft Windows Operating System, a toolbar 202 of the scheduler panel 200 may include filters 204 and a cancel assignment button 206. In the embodiment illustrated in FIG. 2A, the scheduler panel 200 includes three filters 204: Zoom, Date Range, and Assignment Status:

Zoom—Controls how much detail may be shown on the timeline. Typical choices include; Hour, Day and Week view;

Date Range—Allows user to specify how much time before and after the current time, data should be displayed. Typical choices include; Today Only, Plus or Minus One Day, Plus or Minus One Week, Plus or Minus One Month. The user may use a report look at activity in the past outside of this range;

Assignment Status—Allow the user to only show assignments matching specified status criteria. Anticipated Typical choices include; All, Active, Running, Pending

Cancel Assignments—The user selects assignments that have not yet been completed, and cancel them using the cancel button 206.

Assignments:

In the embodiment illustrated in FIG. 2A, the scheduler panel 200 shows a plurality of assignments 208. Each one of the assignments 208 may be color coded to indicate a respective status, such as green, amber, and red. The assignments 208 may be represented by an icon 210. The icon 210 of one

of the assignments **208** may be associated with a type of job such as a download job or a configuration job and may be the same icon used in other GUI interfaces such as in an assignment navigator.

The scheduler panel **200** may show various assignments **208** as a graphic bar **222**. A title **212** may be derived from a name of a respective assignment **208**. A start time may be indicated by a vertical black bar **214** on the left that may have a diamond ending. If an assignment is an override assignment **216**, then a horizontal line **218**, which extends from the left side vertical bar **214** to a right side vertical bar **220**, indicates an amount of time that an override is in effect, i.e., the override duration. The right side vertical bar **220** may have a second diamond ending.

Referring to FIG. **2B**, an exemplary three hour configuration override assignment **216** is shown. If the override assignment **216** results in an error, an assignment graphic bar may be displayed to indicate that there was an error. The assignment graphic bar and/or the icon may flash or blink or have a specific color such as red to indicate the occurrence of the error. If the assignment is in progress, then a progress bar (not shown) may also be shown to show the percentage of completion of the assignment and the time elapsed. If the assignment is on time, then the progress bar may be green, if it is a little late, then it may be amber, and if the assignment is either stopped incomplete or a delay has caused a conflict with another assignment bar, then the progress bar may be red, may flash, and may display a warning message to alert a user.

Hovering a mouse cursor over an assignment **208** may bring up a tool tip **220** with additional details, as shown in FIG. **2A**. In the embodiment shown in FIG. **2**, the tool tip **220** includes additional details such as a start time which may include date and time (e.g., Jun. 3, 2007), override duration (e.g., 3 hours), type of job (e.g., configuration) and status (e.g., running). In some embodiments, there may be more detail in the tooltip than shown in this screen shot, such as progress of particular gaming machines associated with the assignment. In the event that some EGMs **110** have completed the assignment or some have not, this information may be obtained by clicking the assignment graphic bar to obtain a summary of the status of the EGMs affected.

Linked Assignments:

In the embodiment shown in FIG. **2A**, the scheduler panel **200** shows recurring assignments **224**. Temporally sequential assignments **224** are linked by a recurrence indicator **226**. Each recurrence indicator **226** links the previous assignment **244** with the next occurrence the assignment **244**.

Multi-Job Assignments:

In the embodiment shown in FIG. **2**, the scheduler panel **200** shows multi-job assignment **228** starting at about 3:30 am on Monday. The multi-job assignment **228** represents an assignment that was set up to run two jobs in sequence such as two downloads. However, the multi-job assignment **228** may be a download followed by a configuration, or any combination of two or more jobs.

In some embodiments, assignments may be changed so that they schedule one or more jobs describing what to do. In that case, configuration or download instructions about what to configuration or download may be shared at different times or for different EGMs **110** such that the instruction don't need to be re-entered.

In some embodiments, double-clicking on icon **210** or opening an assignment may open a detail window with a view similar to the tooltip **222**, and the detail window may be focused only on an assignment in question. The detail window may show the individual status for each EGM **110** and in

the case of configurations, for each option. Two or more of these may be opened at once to aid in comparing results.

Coding:

Assignments **208** which include override assignment **216**, recurring assignments **224** and multi-job assignments **228** are displayed at locations in the scheduler panel **200** so as to keep the display of the assignments **208** compact while at the same time avoiding overlaps. In the embodiment illustrated in FIG. **2A**, all recurring assignments **224** scheduled during a time period of interest may be displayed near the top and may be horizontally aligned. Then each one of the recurring assignments **224** during the time period of interest may be taken in start time order and displayed beginning at the top left corner. Initially, each one recurring assignments **224** during the time period of interest may be displayed one row below the ones already displayed until the start time has shifted forward far enough that it can be drawn in a new column without overwriting the previous ones. At this point, the current row may be reset to the top and this may be repeated for each subsequent ones of the recurring assignments **224** during the time period of interest.

In some embodiments, a displayed assignment **208** may also include one or more 'progress' indicators that may show how much of the job has completed. Because a 'job' could involve more than one EGM **110**, the percentage shown may be the average percent complete for all EGMs, or the percent complete for the one that is least complete (in order to give operator some idea of how much longer it will take to complete the job), or some other useful measure of completion. The scheduler panel **200** may also provide some readily apparent indicator that an assignment has encountered a kind of error. The error indicator may be clicked on that indicator to see details of the error, such as identify one or more EGMs (gaming machines) that have been unable to receive or have encountered delays in receiving a download or reconfiguration or have refused the download or reconfiguration because of an incompatibility issue.

Referring to FIGS. **3A**, **3B** and **3C**, an exemplary gaming network **300**, which may be used in the environment of the casino **100**, is shown. The gaming network **300** may provide, among other things, download and configuration functionality. The gaming network **300** may include computer systems such as a slot management system **302** (see FIG. **3B**) and a casino management system **304** (see FIG. **3B**) networked to gaming machines, which includes electronic gaming machines **306a** and legacy gaming machines **306b** and which are collectively referenced as **306**.

The electronic gaming machines **306a** may include a player interface unit **310** (such as Bally iView), a main gaming processor unit (MPU) **312**, a game monitoring unit (GMU) **314**, and possibly other network enabled gaming components such as a game controller **316** which may each connect to the network and may connect to each other to communicate as needed, such as communications related to the status of the gaming machine or game play.

Referring to FIG. **3A**, and generally to FIGS. **3B** and **3C**, the gaming network **300** includes a download and configuration management (DCM) server system **318**. A user may interact with the download and configuration management server system **318** via a control station **320** which may have a graphical user interface displaying a control panel such as commercially available Bally control panel (BCP) **308**.

The download and configuration management server system **318** includes download and configuration services block **322** (see FIG. **3A**), which may include a Web accessible download service **324**, a Web accessible download handler service **326**, a Web accessible configuration service **328**, an

option configuration handler server **330**, a Web accessible scheduler service **332** and a Web accessible scheduler handler service **334** (See FIG. **3A**). In some embodiments (see FIG. **3B**), the download and configuration services block **322** may be implemented by a download server **336**, a download handler server **338**, a configuration server **340**, an option configuration handler server **342**, a scheduler server (not shown) and a scheduler handler server (not shown.)

The download and configuration management server system **318** may also include download and configuration database **344** (including for example conventional storage depositories such as containing a download database **346**, a schedule database **348**, and a configuration database **350**), network components **352** (for example, conventional hardware and software to support internet information services (IIS) **354**, Microsoft Message Queuing (MSMQ) **356**, and domain name system (DNS) **358**, a structured query language (SQL) report server **360**, an active directory **362**, a certificate server **364**, a download library **366**, and an SDDP (Software Download Distribution Point) **368**), G2S (Game-to-Server) host **370** (including for example a download handler **372**, an executive service **374**, an option configuration handler **376**, a G2S engine **378**, a delivery agent **380**, and a G2S Web accessible service **382**), and EGMs **306** (including for example a facility floor of network connected gaming machines and tables which may each include a player interface unit **310** such as commercially available Bally iView or similar product features and/or a gaming main processor unit **312** which are individually identifiable and addressable over the network. (The referenced Web service utilizes a secure (HTTP(s)) transmission protocol used to communicate with the slot management service and vice-versa. This system operates using web protocol and web services to serve information and process transactions. It does not serve web pages in the traditional sense.)

Download and configuration management server system **318** enables the transmission of software files, packages or modules to one or more clients, such as gaming machines or tables, via, for example, a casino network using the Gaming Standard Association's (GSA's) Game to System (G2S) message protocols. The download and configuration management server system **318** includes configuration functionality that enables the selecting of specific settings and options on one or more clients using GSA's G2S message protocols, such as to modify the Alpha operating system on conventionally available gaming machines or third party gaming machine or table operating systems. Subsystems of download and configuration management server system **318** connect to control station **320**, which includes a common user interface application such as a control panel application, so that a user can request data and issue commands for the processing of download and configuration operations throughout the network.

Download and configuration management server system **318** provides for the following G2S download class features:

The G2S download class provides a standardized protocol to manage the downloaded content on all G2S compliant gaming machines or tables (EGMs **306**) from all G2S compliant host systems;

The G2S download class enables installation of downloaded packages;

The G2S download class enables the removal of software (uninstall);

The G2S download class enables scheduling of installation and/or removal of software including enabling scheduling options that relate to a specific time, EGM state, or interaction with a host server or technician;

The G2S message class supports reading an inventory of downloaded packages and installed modules. This provides the capability to effectively manage the content on the EGM;

The G2S message class enables recording transaction logs for packages and scripts on a transaction database accessible through control station **320**. This feature provides an audit capability or transaction tracer for determining how content came to be on an EGM.

The download and configuration management server system **318** also provides the following G2S option configuration (optionConfig) class features which allows for the selection of various configuration options:

The optionConfig class provides a convenient and efficient mechanism to remotely configure EGMs **306**.

The G2S optionConfig class provides for downloading options available from within an EGM **306**.

Download and configuration management server system **318** implemented G2S classes (optionConfig, download, and scheduler) are also integrate-able through secondary displays, such as the iView, by incorporating, for example an iView transaction server. Thus, download, configuration, and configuration options may be implemented at selected EGMs **306** through their respective MPU (Main Processor Unit) **312** or player interface unit **310** or iView. In the case of the respective player interface units **310** of the EGMs **306** being embodied in a respective Bally iView and using the Bally iViews for network communications, a separate processor board may be provided along with a display and user interfaces. Communication channels are connectable between the iViews and the MPU to enable the download, configuration, and configuration option processes. Some definitions of terms and components follow:

Databases—The databases return information based on the results of a stored procedure call. By example, the following databases, which are descriptively named, may be utilized: Core; Configuration; Download; Activity; and Schedule.

BCP (Control Panel)—As an example, the control panel application **308**, such as Bally Control Panel, may be a smart client implemented on control station **320** encapsulating all the functionality to support the command and control portions of the download and configuration features of a facility or facilities. Downloads and configuration options may be remotely scheduled or deployed immediately by a user through control station **320**. Notifications, approvals, searches, and reports produced through download and configuration management server system **318** may be viewed by a user through a display or through hardcopy provided by a connected printer to control station **320**.

Control station **320** may take a variety of forms such as, but not limited to, a Dell or Sun computer workstation that includes a display, keyboard, and networked operating system software.

Control station **320** may be utilized for remote downloading and configuration of games and game operating systems of connected EGMs **306**. Also, control station **320** may be utilized to download content to or to configure the player interface unit **310** such as an iView (or similar components) and second game displays or monitors (for instance, in cases in which an EGM **306** has two or more major displays) (which may also include an additional processor unit such as for example in the case of multiple games operable on a single EGM **306** on separate displays), as well as peripheral software for components in the games like bill validators and ticket printers.

Control station **320** may be utilized for the throttling of system resources based on the requested changes. For

example if the user requests several high bandwidth consuming jobs be initiated concurrently, the control station 320 would advise the user that this would utilize more than allocated bandwidth and require changes to the proposed schedule. In some embodiments, the control station 320 may recommend changes to the schedule to ease the work requirement for the user.

Control station 320 may be utilized for the broad based change to gaming floors to support special events. For example on Halloween a specialized background or theme could be downloaded or configured on all capable games and devices for the duration of the event. Broad based change to gaming floors may be further extended to enabling specialized bonus games on other player centric activities relating to the special event or holiday. This allows a user of control station 320 to fully customize the property without the manual effort required with current systems and technologies.

Control station 320 may be utilized to fully view in a graphical fashion gaming floor configurations that have occurred in the past or are proposed for the future. This allows the user of control station 320 to easily and quickly compare past gaming floor configurations to configurations proposed for the future in an easy to understand graphical manner. In some embodiments, these configurations be animated in a manner that realistically depicts the activity on the gaming floor over a period of time allowing the user of control station 320 to 'watch' the impact of the proposed changes.

Control station 320 may be utilized to view machine utilization information over time to determine where certain groups of players spend their time while at the property. For example if certain demographic groups are inclined to utilize machines configured at 0.25 per play and this control station 320 capability can illustrate the fact that during certain times of the day this machine configuration is completely utilized and that a large group of this demographic is scheduled to visit the property, the casino manager could opt to enable more of this type of game so players are not waiting for an opportunity to play. In some embodiments, this feature is presented in an animated fashion such that the user of control station 320 may select a date range and analyze in real time game usage by time of day and by player demographic. This feature also requires control station 320 have access to and have the capability to process information from the player marketing system or have access to the data stream feeding the player marketing system.

Control station 320 has the capability to allow groups of gaming devices be identified and operated upon via a number of query options. This aids the user in quickly and effectively finding the machines to apply changes to. In some embodiments, advanced selection criteria such as performance over the last 30 days be considered as a query parameter. The control station 320 can provide the capability to utilize a graphical representation of the gaming floor. This allows selected groups of games to graphically represented on this floor map as well as in a list form.

Control station 320 can utilize historical slot game performance data to provide guidance for new floor configuration options. The historical data may be accessed in the download system data stores or from an external business intelligence system. In some embodiments, the control station 320 may be programmed to allow for automated floor configuration changes based on the historical performance data. This capability may be applied automatically or via an interface requiring only approval from the user prior to applying the changes.

Database Web Services—These are world-wide Web (Web) services that are conventionally available to be re-used

by other user interfaces and service applications connected to slot management system 302. In other words, this is a secure closed system network using web services connected on demand with the slot management system.

Handlers—These are the logic libraries that are responsible for executing the business logic of the system.

Network Components—The following list of network components, or portions thereof, may be implemented and/or required by download and configuration management server system 318: Certificate Server 364; DNS 358; DHCP, firewalls 384, which may include applications, hardware, or combinations thereof, and Network Load Balancers

Third Party Software Applications—the following list of 3rd party applications may be utilized or required by the download and configuration server system 318: IIS 354, MSMQ 356, SQL Report Server 360, SQL Server Reporting Services, Active Directory 362, Microsoft Windows 2003 Server.

G2S Engine 378—This service receives G2S messages from EGMs 306 and dispatches them to a respective subsystem of download and configuration server system 318 based on the message component type.

EGMs—Electronic Gaming Machine 306, which may include tables and/or legacy machines with processor and/or display components.

Player interface unit (iView)—For example, a conventional apparatus providing a player user interface and display at EGMs 306 connected to the network including the player tracking server and enabling a player to request and receive information, to receive award notifications, to transfer credits, and to conduct such activities through the apparatus as is enabled on slot management system 302. One usage of an iView-type apparatus may be to display marketing and player tracking information and various shows on the occurrence of an award or win by a player. Such apparatuses may also be utilized as vessels for gaming, such as with server-based games or even independent games stored on their respective processor boards. Thus, separate games may be implemented through the iView-type device, apart from the main game of EGM 306 controlled by the MPU. In turn, the content of the player interface unit 310 such as an iView may be separately modified as through downloads or configurations or configuration options.

Control station 320 is able to retrieve from the database and view all login attempts to the server both successful and failed. A user may be locked out of access to the control panel application at control station 320 after too many failed login attempts. The recorded transaction log may include the login ID, data, time of login and duration.

The Web services may support functionality between control station 320 and database 207. The Web services may also support unsolicited messages between the G2S handlers and control station 320.

Download and configuration management server system 318 may maintain a record or transaction log of login attempts to the server both successful and failed. The log may include the login ID, data, time of login and duration. Download and configuration management server system 318 may also maintain a transaction record or log of all events and activity occurring on download and configuration management server system 318. The log may include a record of which login session in which the event occurred.

Download and configuration management server system 318 may also maintain a log of communication events with any EGM 306. Download and configuration management server system 318 may also maintain the status of each EGM 306 including: Game history data; Download status (available, requested, downloading, applied, rejected); Package

information (available for install, requested, being downloaded, downloaded, installed); Hardware information; Software Module Information; and/or Error conditions.

Download and configuration management server system **318** may dynamically build packages to be downloaded based on EGM **306** inventory and available updates, fixes and new data for EGMs **306**. Download and configuration management server system **318** may verify requests from EGM **306** including whether or not EGM **306** is valid and that it is in a state to make the request. Requests may be logged and contain EGM **306**'s identification number, time and date, specific request, and EGM status. Download and configuration management server system **318** may communicate with Software Distribution Point servers (SDDP) to maintain a list of packages that are available for supported EGMs **306**. Download and configuration management server system **318** may supply the location of the SDDP when instructing EGM **306** to add a package. Download and configuration management server system **318** may verify that all required hardware and software for a package to be sent to an EGM exists before instructing EGM **306** to retrieve the package. Download and configuration management server system **318** may support multiple EGMs **306** in multiple sites and/or facilities and EGMs **306** produced by multiple manufacturers. Download and configuration management server system **318** may verify, using the information in the package header and the information stored about selected of EGM **306**, that a software package can be installed on a selected EGM **306** before instructing EGM **306** to add a package. Download and configuration management server system **318** may be able to track which packages are installed on any given EGM **306** and verify the data by requesting a selected EGM **306** to send package install information. Download and configuration management server system **318** may report bad images and errors and log them when failed package installation information is received from an EGM **306**. Download and configuration management server system **318** and SDDP may be used to control all network pacing, bandwidth, error recovery, and monitoring. Download and configuration management server system **318** may be utilized for maintaining the location of all SDDP and the packages available on each.

Software Download Distribution Point (SDDP) server **368** may be utilized to maintain all downloaded software packages in a secure library with the required number of secure backups defined by a jurisdiction. The SDDP server **368** may be used to restrict access to the library that stores all software download packages to only authorized personnel. The access may limit access, such as to only allow write access to those authorized to add, delete, and update packages and read access for all others authorized to access the library. The SDDP server **368** may provide secure software level firewalls to restrict access to everything saved on the server. The SDDP server **368** may maintain a log of login attempts to the server both successful and failed. The log may include the login ID of a user, data, time of login and duration. The SDDP server **368** may maintain a log of all events and activity occurring on download and configuration management server system **318**. The log may include which login session in which an event occurred.

Software packages added to the software library may be verified from the package data using an MD5 or SHA1 hashing algorithm to validate the data or some other verification tool. The verification string may be added to a package header and used to re-verify the package when it is downloaded to the EGM **306**.

All verification failures and related errors may be logged and the log entry may contain the date and time, the ID of the

person running the process at the time, and the specific type of error that occurred. They may also be displayed on the correct display area.

The SDDP server **368** may be utilized to provide selected EGMs **306** with the communications port location and IP address used for sending software package data to the EGM **306**. All data within a download package may be compressed using conventional compression techniques and transmitted in compressed format. On receipt, EGM **306** may decompress the downloaded software package.

Referring to FIGS. **3B** and **3C**, gaming network **300** is shown in representative form. The download and configuration management server system **318** may be a portion of the slot management system **302** which provides a suite of sub-systems designed to provide customizable solutions by allowing users to select products within the suite to meet their needs for particular facilities, such as a casino manager seeking to manage a single or multiple properties. Download and Configuration (Download and Config) are two of the sub-systems offered in the suite that provides a user, such as the Slot Operations staff, an efficient mechanism to remotely configure electronic gaming machine (EGM).

The download and configuration software utilized together with the apparatuses as shown in the figures may be used to enable a casino's staff such as slot operations staff to schedule and change a game(s) on the casino floor from a keyboard.

Using the control panel (BCP) interface, casino personnel may schedule,

configure, download and activate changes to games on the floor, without touching an EGM **306** on the floor. download and configuration software application may be loaded on control station **320** to enable the sending of information over the casino network using G2S & HTTPS standardized message protocols that manage the downloaded content. From control station **320**, a user, such as casino staff, can change cabinet or game options, or games in respective EGMs **306**. There may be numerous selections that the staff can schedule to configure or make a minor change. Table 1 below list some examples of the types of software that may be downloaded or options which may be re-configured:

TABLE 1

Downloadable Software and Options		
Cabinet Options	Game Options	Download Options
Sound	Game/Theme	Change a game, theme, &/or
Reel spin speed	Paytable	paytable
Background color	Denomination	Change game operating system
Attract mode		

In order to implement the download and configuration features, one approach is to install slot management system **302** at a facility, such as the commercially available Bally_Live slot management system. The implementation of the download and configuration features further contemplates the implementation of server hardware and related equipment as shown in the figures, and particularly FIGS. **3A-3C**, including software to perform the needed functions for communicating relevant data and instructions, the implementation of download ready EGMs, such as EGMs **306** with an Alpha operating system with remote download and configuration capability. An example system for implementing the download and configuration management server system **318** may be a commercially available Bally One System together with a commercially available Bally Live Floor program. Another example

implementation of the download and configuration management server system **318** may be in conjunction with other slot management systems incorporating a commercially available Bally Live Core program.

An exemplary process for using the download and configuration server system **318** is as follows: a casino operator decides to change game themes on one or more EGMs **306** such as V20D-20 EGMs. The software game themes may be located on the SDDP Server **368**. Download management tools may be located on an Application/Database Server System. One or more servers separate from the SDDP Server **368** may contain the game theme software, such as for security or redundancy purposes. The Alpha EGMs are identified on the casino floor using the BCP **308**. A download management tool, such as the BCP scheduler **200** may be used through a menu to identify: the date and time to download the game packages; i.e., the game packages to send to the specific EGMs; the date and time to automatically activate the games on the EGMs after the download. At the selected date and time, the EGM may open communication with the Download Database. The EGM request software from the SDDP server **368**. The SDDP server **368** downloads the specified game information to the EGM using a secure transmission protocol such as HTTPS. The download to the EGM may occur in the background operation of the Alpha OS, so that game play is not interfered with. The EGM may de-activate game operation a pre-determined amount of time subsequent to the last play on the EGM, such as five minutes, and issue a message on one of its display panels that it is temporarily offline, at which point the EGM can initiate installation of the downloaded software. A record of the transmissions and corresponding activity of the EGM is relayed to a retrievable storage on the network, such that a privileged user may operate the BCP **308** to run the reports identifying the old and new games, date changed, and by whom. User privileges may be restricted as discussed previously to provide additional levels of security and flexibility within the system and for the casino operator or users of slot management system **302** and download and configuration server network **318**.

The download and configuration management server system **318** may a plurality, for example 10 EGMs, through a single Cisco 2950 switch. As the number of EGMs increases, the type and/or number of servers, switches, firewalls, and pipelines may be changed to accommodate higher traffic volumes and improve or avoid degradation of performance.

In one embodiment, the following apparatuses and software may be incorporated:

Example Components	Example Hardware	Example Software
SDDP Server (SDDP may be placed on its own server to comply with some jurisdiction requirements.)	Pentium IV 2 GB RAM 100 GB SATA 2 NIC cards	OS - Microsoft Windows 2003 Microsoft SQL 2005
Application Library Server	Pentium IV 2 GB RAM 100 GB SATA 2 NIC cards	OS - Microsoft Windows 2003 Microsoft SQL 2005
Databases: • Scheduler • Download • Configuration	Pentium IV 2 GB RAM 100 GB SATA 2 NIC cards	OS - Microsoft Windows 2003 Microsoft SQL 2005
Networking	Cisco 2950 Switch, 24-port Cisco ASA 5510 (firewall)	
Connecting wiring between devices	CAT-5 cables 15 feet long 2 cables per EGM	

Discovery method to dynamically find gaming networked components using DHCP, DNS, LDAP, and Active Directory to locate services within the gaming network that are available in a casino.

FIG. 4 shows an exemplary flow diagram of a process **400** of networked component discovery that may be utilized by a gaming network in accordance with one or more embodiments.

In one embodiment, the exemplary process of networked component discovery may take advantage of network infrastructure available on a Windows network, such as the Bally One slot management system:

An application **402** finds a DNS server **404**, which is referred to by the network setup. The network setup may have been manual or by DHCP.

At **406**, the application **402** then does a look-up of a specific name of an LDAP server **408** in a scope guaranteed to be at all casinos if the service is available and receives the results.

At **410**, the application **402** queries the LDAP server **408** for the assigned name of the resource (database entry, or web service entry) and receives results therefrom. The entry may include the user name and password to use to connect to the database or may specify that the user is to use their own credentials.

At **412**, the application **402** may use the information from the LDAP server **408** to login with a user authentication web service **414**.

At **416**, the application **402** queries the LDAP server **408** for the assigned name of an activity recorder **418** and receives results therefrom, and at **420**, the application **402** connects to the activity recorder **418**.

At **422**, the application **402** queries the LDAP server **408** for the assigned name of other web services **424** and receives results therefrom, and at **426**, the application **402** connects to the web services **424**.

At **428**, the application **402** queries the LDAP server **408** for the assigned name of database **430** and receives results therefrom, and at **432**, the application **402** connects to the database **430**.

There may be any number of DNS or LDAP servers to handle the process of networked component discovery. Also, the data returned back from the LDAP or DNS servers may be different from results returned to other machines based off of information obtained from the network card connecting to the network. For example, the north-east portion of the casino may force all requests to a different web service than the South-east portion. The LDAP server may be implemented by a third party vendor (such as Microsoft) or by the system vendor (such as Bally Technologies). The same is true of the DNS server. The results may also be returned by the version of the software the client is able to support. For example, the results may indicate a first server for version 1.0 of a protocol and a second server for version 2.0 of the same protocol.

Benefits and features of the discovery process and mechanism may include one or more of the following:

Benefit 1. Currently every server and workstation such as control station **320** may need to be configured manually, which may cause a significant workload on casino personnel. In addition, the potential for mis-configuration, which may be the result of manual configuration, may cause serious side effects including system downtime.

Benefit 2. The discovery process allows for dynamic configuration based on server availability and load. The system can report into the LDAP server the performance information about load and server availability. The LDAP server can then make decisions based on this information to route new connections to servers better able to handle the load.

Benefit 3. The discovery process allows for upgrading a small part of the casino to a new version of code and not have everyone go to it until the code has proven itself in a live environment. This provides a staged deployment capability

that does not require the casino to be down during an upgrade process. It also allows for field trial capability without risking the entire casino operation.

Benefit 4. Resources can be spread throughout the casino. Not all servers need to be in the server room. There can be several closets on the floor with servers running. The servers can handle a section of the floor. This prevents a disaster in the computer room from downing the entire casino.

Benefit 5. If a closet handling a section of the floor is no longer available, a different closet can then take over.

System and Method for one-way delivery of notifications from server-to-clients using a modified UDP multicast.

In a strict client-server system, a server doesn't initiate communications with its clients. Instead, the server responds to requests from the clients. In a strict client-server system, when the server has knowledge a change in a system or component of a system, the server cannot notify the clients that might be interested in or need to know of the change. Similarly, the server cannot notify clients of events or current status of events. One technique to overcome these issues is for the clients to poll the server.

FIGS. 5 and 6 show an exemplary client-server system 500 with multiple clients, individually referenced as BCP client 1-n and collectively referenced as clients 502, and a server 504 that is configured to respond to client-requests and configured to selectively provide notifications of changes and/or notifications of events and/or status of events. The notifications from the server 504 are not provided to the clients 502 as a direct response to a request from the selected clients. In one embodiment, the server 504 may employ a modified form of a UDP-multicast protocol to implement a one-way notification between the server 504 and one or more clients 504.

Architecture:

FIGS. 5 and 6 show examples of how one-way notification may be implemented according to one non-limiting embodiment. The clients 502 may take a variety of forms such as, but not limited to, a Dell or Sun computer workstation that includes a display, keyboard, and networked operating system software.

Among other things, the server 504 maintains a database storing a plurality of tables. For the sake of clarity, the plurality of tables is described below as including "table-1" and "table-4."

FIG. 5 shows a modified UDP multicast where a change occurred to database table-1 and database table-4. BCP client-1 has registered to receive notifications concerning database table-4, but not database table-1, so a notification message only about database table-4 is sent to BCP client-1. BCP client-2 and client-n have registered to receive notifications about changes to database table-1, but not to database table-4, so a notification message only about database table-1 is sent to BCP client-2 and client-n. FIG. 5 further shows the normal message loop between client and server which is initiated by a client request followed by a server reply.

FIG. 6 shows how the one-way notification may be implemented to send event notifications such as assignment status updates or job status updates to selected clients 502. Each one of the clients 502 has a display and employs a graphical user interface. The display of the BCP client-1 shows an "EGM Collections" GUI, and the respective displays of BCP client-2 and client-n show a "Job Status" GUI. The server 504 is aware of the status of a job being monitored by the BCP client-2 and client-n. Since the "Job Status" GUI is being implemented by BCP client 2 and client-n, the server sends job status notifications to BCP client 2 and client-n. Since the GUI on BCP client-1 does not involve job status, the server 504 does not send job status notifications to BCP client-1.

FIG. 7 illustrates a portion of an exemplary download and configuration management (DCM) engine 700 that may provide one-way notifications to clients. The DCM engine 700 may employ, among other things, a DCM engine service 702, business libraries 704, and data access layer 706.

The DCM engine service 702 may include an application programming interface suite 708, a user interface (UI) notification processor 710, and a UDP broadcast processor 712. The UDP broadcast processor 712 may be simply one of various components in the DCM engine (server). The UDP broadcast processor 712 may be integrated as part of the DCM server CPU (central processing unit) by including executable UDP broadcast coding performing the functions as described above and utilizing accessible memory for storing information about each client, such as registration information. The UDP broadcast processor 712 may be generally responsible for sending UDP messages to the registered clients in the network. The UDP broadcast processor 712 may send UDP messages to all registered clients which are listening to receive UDP messages on a specific port. This allows one-way, server-to-client(s), communications in what is otherwise a strict client-to-server-to-client architecture.

FIG. 8 shows a process 800 for registering a client 802 with a DCM Engine 804. The client 802 may be implementing a client-application such as BCP application. The client-application sends a registration request or message 806 to the DCM engine 804. The registration message 806 includes an IP address associated with the client 802. The registration message 806 may also include information indicative of types of notifications to be provided to the client 802.

The DCM engine 804 sends the IP address associated with the client 802 to a database 808, which stores the IP address. The DCM engine 804 may also store in the database 808 information indicative of types of notifications to be provided to the client 802.

The client 802 sends a Port request message 810 to the DCM engine 804. The DCM engine 804 responds to the Port request message 810 by providing the client 804 with a Port number message 812, which includes a port number. The client 802 listens to the port identified by the port number for notifications from the DCM engine 804.

In some embodiments, the client 802 may register with the DCM engine 804 as part of a boot-up or log-in procedure of the client 802. In some embodiments, the client 802 may register with the DCM engine 804 as part as opening/starting an application. In some embodiments, the client 802 may register with the DCM engine 804 at any time. For example, a user of the client 802 might initiate registration of the client 802.

FIG. 9 shows a process 900 by which a DCM engine 904 provides notifications to clients 902. The DCM engine 904 sends a request 908 for addresses of registered clients 902 to a database 906. The database 906 sends the addresses 910 of the registered clients 902 to the DCM engine 904. The DCM engine 904 addresses a notification 912 with the addresses of the registered clients 902 and sends the notification 912 to the registered clients 902.

In some embodiments, when the DCM engine 904 wants to send out a notification, the UDP broadcast processor 712 (see FIG. 7) may query the database 906 for a list of clients that have registered for a particular type of notification. The database 904 replies with the list. The UDP broadcast processor then formats and sends the notification to all clients on the list using the assigned port number.

FIG. 10 shows a process 1000 of de-registering a registered client 1002. The client 1002 sends an unregister-client request 1008 to a DCM engine 1004. The DCM engine 1004 sends an

address delete message **1010** to a database **1006**, which deletes an IP address associated with the client **1002** from the database **1006**.

In some embodiments, the client **1002** may unregister with the DCM engine **1004** as part of a shut-down or log-out procedure of the client **1002**. In some embodiments, the client **1002** may unregister with the DCM engine **1004** as part as closing/ending an application. In some embodiments, the client **1002** may unregister with the DCM engine **1004** at any time. For example, a user of the client **1002** might initiate unregistration of the client **1002**.

Example Benefits and Aspects of the modified UDP Broadcast process and mechanism may include:

UDP message may be sent only to the registered clients, not broadcasted to all, which minimizes network traffic; Enhances system security since only the registered clients receives the UDP message;

Configuration of this system may be easily accomplished without a need to configure network devices in order to support multicast;

Any number of the client machines can be on a different network domain than the DCM engine;

EGM Group Collection Management

In some embodiments, an EGM **306** may be associated with a number of other EGMS **306** to constitute a group of EGMS. In some embodiments, an EGM **306** may belong to any number of groups, and in some embodiments, an EGM group can be assigned to another EGM group allowing for 'nested' collections.

Within the download and configuration management server system **318** (DCM) and a client **500** running an application such as control panel **308**, a non-limiting example of which is Bally Control Panel (BCP), a user can associate an EGM **306** with an EGM Collection Group. An EGM group is simply a collection of EGMS. An EGM group can contain other EGM groups, i.e., nested grouping. An EGM can belong to 0 or more EGM groups.

Among other things, the control panel **308** may enable an operator/user of the client **500** and/or control station **320** to:

Create/Modify/Remove an EGM group.

Add/Remove EGMS and EGM collections of an EGM group.

Make a copy of an existing EGM group.

In some embodiments, the download and configuration management server system **318** perform dynamic configuration assignments that may be applied concurrently to respective EGMS of an EGM group, along with dynamic download assignments that may be scheduled independently of the configuration assignments.

For example, a new O/S version download may be scheduled to occur during off-peak hours for Sunday night. A configuration assignment may be scheduled to decrease the payout percentage of the bar top machines during happy hour each day of the week, and a Stars and Stripes configuration can have other configuration changes when a scheduled upcoming tournament is to be sponsored.

All of these assignments may be scheduled and allows for the casino manager to look at his casino from different perspectives and manage the casino effectively.

Referring to FIG. **11**, a collection of gaming machines and grouping or associational relationships is shown. The relationships may be made by including relational coding in the control panel **308**, such as a DCM server and a user interface including a display and keyboard. By using conventional relational programming, the features and capabilities of the DCM server may be extended from a single gaming machine

or a floor of gaming machines, so that collections and groups of gaming machines may be virtually created. For instance, in FIG. **11**, shown by example:

Three EGM collections **1102**, **1104**, **1106** are generated: one group, EGM O/S group **1102**, includes EGM1-EGM3 with the same operating system. Another group, bar top (or counter top) configuration group **1104** includes EGM1 and EGM2 based on casino location, and another group, Star and Stripes group **1106**, includes EGM3 based on the game-theme.

EGMs may belong to multiple groups, e.g., EGM1 is part of both the EGM O/S group **1102** and the Bar Top Configuration group **1104**.

Nested collections. Both the Bar Top Configuration Group **1104** and Stars and Stripes configuration group **1106** are part of the EGM O/S group **1102**.

By selectively grouping, a casino operator can download software specific to gaming machines having a particular operating system (O/S), location on the floor, or game theme, to name a few examples.

Method and system for providing download and configuration job progress tracking and display via host user interface.

Download and configuration capabilities in the gaming environment creates considerable operational challenges. For example, a download may require a considerable volume of gaming content to be transferred over the network. Many casinos are open 24/7, and consequently, some casinos may require a download to take place without disrupting normal gaming activities. In order to not tax the network resources of a casino, a limit on the download bandwidth may be imposed even though doing so may increase the download time. It may not be unusual for some download jobs to take 30 minutes or more. Thus, a way of easily monitoring download progress would be invaluable to casino operators.

A download system may be centralized and "push" the data down to the gaming machines **306**. In this case, a content server **390** (see FIG. **3B**) pushing the data knows the amount of data that has been downloaded at any time. However, in a "pull" system, where the gaming machines **306** are told where to go for the data and the gaming machines **306** are taking ('pulling') the data from the content server **390**, the content server **390** generally does not know the amount of data a given gaming machine **306** has downloaded.

Until recently, the gaming industry has been a collection of proprietary systems and communication protocols. In many cases, a casino had to buy the entire system (games, controllers and backend system) from one company. Most casinos would prefer to use a mix of manufacturers' games on the gaming floor, and then pick the best backend system that suits their needs. Until recently, this was not a realistic expectation.

A few years ago, several gaming entities came together and created the Gaming Standards Association (GSA) in order to define standardized protocols by which games, gaming controllers and backend systems could communicate. The standardized protocols allows interoperability of different manufacturers' equipment, as well as giving casinos freedom to choose whichever manufacturers the casinos want for the various components of a gaming system. One of the GSA protocols is Game-to-System (G2S) protocol, which defines the messages between a gaming machine and a backend system. G2S protocol includes messages for handling software download and configuration of the gaming machines.

FIG. **12** shows various components of a download and configuration system **1200**, such as a Bally Download and Configuration system, according to one embodiment. The

download and configuration system **1200** includes at least one EGM **1202** that is communicatively coupled to a G2S Host **1204**.

The download and configuration system **1200** uses standard G2S protocols and messages. The EGM **1202** may convey information such as download progress information to the G2S Host **1204** using G2S messages **1206**. For example, the EGM **1202** may use the G2S 'packageStatus' message to convey download progress information.

The G2S Host **1204** may provide messages **1206** from the EGM **1202** to a message queue **1208**, which provides the messages to a download and configuration manager (DCM) engine **1210**. The download and configuration manager (DCM) engine **1210** read messages **1206** from the message queue **1208** and processes them. The aforementioned communication chain, from the EGM **1202** to the DCM engine **1210**, may be implemented using message structure and protocol conforming to standard G2S and standard Microsoft Message Queues (MSMQs).

The download and configuration system **1200** further includes a plurality of communication devices **1212** which may be embodied in computing devices, computer systems, desktop computer, laptop computers, etc. The communication devices **1212** may communicate with the DCM engine **1210** and may implement logic modules, executable instructions, software, etc., that provide a user interface such as a graphical user interface. In some embodiments, the communication devices **1212** and the DCM engine **1210** may have a client-server architecture, where the communication devices **1212** may implement a client-application such as a Bally Control Panel **1214** client-application **1212** that provides, among other things, a graphical user interface.

In a client-server architecture, communications between a Bally Control Panel (BCP) client-application **1214** and the DCM engine **1210** are typically via a standard communication protocol, such as simple object access protocol (SOAP), which is a true client-server architecture where a server never initiates any communication. Therefore, information (like job progress info) that needs to be asynchronously sent to the BCP client-application **1214** cannot be sent via the normal communication channel. In some embodiments, the BCP client-application **1214** may poll the DCM engine **1210** for any possible notification messages. However, polling is inefficient.

In some embodiments, the download and configuration system **1200** is configured to allow for one-way messages from the DCM engine **1210** to the BCP client-application **1214** of the communication devices **1212**. The DCM engine **1210** may include a broadcast processor such as the UDP broadcast processor **712** (see FIG. 7) to facilitate one-way messages from the DCM engine **1210** to the BCP client-application **1214** of the communication devices **1210**. The DCM engine **1210** may provide registered clients with one-way messages **1216**, which may conform to a UDP-multicast message.

In one embodiment, a download progress protocol used between the DCM message engine and other backend applications and/or system 'components'. The packageStatus message is converted into a proprietary one and given to the UDP broadcast processor **712** (see FIG. 7) of the DCM engine **1210** for distribution to the Bally Control Panel (BCP) applications **1214** that have registered with the UDP broadcast processor **712** to receive download/configuration progress notification messages. The UDP Broadcast Processor **712** uses a modified form of UDP-multicast for distributing the notification messages **1216** to the BCP client(s). This is not a

true broadcast to all devices on the network which helps to minimize the bandwidth used to notify clients.

This feature provides the ability to view the percentage download progress in the Host UI (part of BCP) using a messaging scheme which overcomes the BCP-initiated protocol used for all other messaging between BCP and DCM (Client-Server). The Host UI displays the progress bar based on the percentage download communicated from the gaming device (downloading entity) to the DCM engine. All downloading gaming devices may also send a 'download complete' message. This information can also be used by the DCM and BCP to estimate future download time and bandwidth requirements.

A method for validating a download or configuration assignment for an EGM or EGM collection.

FIG. 13 and the following discussion provide a brief, general description of a suitable gaming environment **1300** in which the various illustrated embodiments may be implemented. Although not required, the embodiments will be described in the general context of computer-executable instructions, such as program application modules, objects, or macros being executed by a computer. Those skilled in the relevant art will appreciate that the illustrated embodiments as well as other embodiments may be practiced with other computer system configurations, including hand-held devices, multiprocessor systems, microprocessor-based or programmable consumer electronics, personal computers ("PCs"), network PCs, mini computers, mainframe computers, and the like. The embodiments may be practiced in distributed computing environments where tasks or modules are performed by remote processing devices, which are linked through a communications network. In a distributed computing environment, program modules may be located in both local and remote memory storage devices.

FIG. 13 shows the gaming environment **1300** comprising one or more gaming machines **1302**, one or more gaming environment controllers **1304**, and/or server computing systems **1306** coupled by one or more communications channels, for example one or more local area networks (LANs) **1308** or wide area networks (WANs) **1310**. The gaming environment **1300** may employ other computers, such as conventional personal computers, where the size or scale of the system allows.

The gaming environment controller **1304** may take the form of a conventional mainframe or mini-computer that includes a processing unit **1312**, a system memory **1314** and a system bus **1316** that couples various system components including the system memory **1314** to the processing unit **1312**. The gaming environment controller **1304** will at times be referred to in the singular herein, but this is not intended to limit the embodiments to a single computing system since in typical embodiments, there will be more than one computing system or other device involved. Non-limiting examples of commercially available systems include, but are not limited to, an 80x86 or Pentium series microprocessor from Intel Corporation, U.S.A., a PowerPC microprocessor from IBM, a Sparc microprocessor from Sun Microsystems, Inc., a PA-RISC series microprocessor from Hewlett-Packard Company, or a 68xxx series microprocessor from Motorola Corporation.

The processing unit **1312** may be any logic processing unit, such as one or more central processing units (CPUs), digital signal processors (DSPs), application-specific integrated circuits (ASICs), field programmable gate arrays (FPGAs), etc. Unless described otherwise, the construction and operation of the various blocks shown in FIG. 13 are of conventional

design. As a result, such blocks need not be described in further detail herein, as they will be understood by those skilled in the relevant art.

The system bus **1316** can employ any known bus structures or architectures, including a memory bus with memory controller, a peripheral bus, and a local bus.

The system memory **1314** includes read-only memory (“ROM”) **1318** and random access memory (“RAM”) **1320**. A basic input/output system (“BIOS”) **1322**, which can form part of the ROM **1318**, contains basic routines that help transfer information between elements within the gaming environment controller **1304**, such as during start-up.

The gaming environment controller **1304** also includes a hard disk drive **1324** for reading from and writing to a hard disk **1326**, and an optical disk drive **1328** and a magnetic disk drive **1330** for reading from and writing to removable optical disks **1332** and magnetic disks **1334**, respectively. The optical disk **1332** can be a CD-ROM, while the magnetic disk **1334** can be a magnetic floppy disk or diskette. The hard disk drive **1324**, optical disk drive **1328** and magnetic disk drive **1330** communicate with the processing unit **1312** via the system bus **1316**. The hard disk drive **1324**, optical disk drive **1328** and magnetic disk drive **1330** may include interfaces or controllers (not shown) coupled between such drives and the system bus **1316**, as is known by those skilled in the relevant art. The drives **1324**, **1328** and **1330**, and their associated computer-readable media **1326**, **1332**, **1334**, provide non-volatile storage of computer readable instructions, data structures, program modules and other data for the gaming environment controller **1304**. Although the depicted gaming environment controller **1304** employs hard disk **1324**, optical disk **1328** and magnetic disk **1330**, those skilled in the relevant art will appreciate that other types of computer-readable media that can store data accessible by a computer may be employed, such as magnetic cassettes, flash memory cards, digital video disks (“DVD”), Bernoulli cartridges, RAMs, ROMs, smart cards, etc.

Logic modules such as program modules, applications, etc. can be stored in the system memory **1314**, such as an operating system **1336**, one or more application programs **1338** such as a control panel application and/or download and configuration applications including assignment scheduling and management and application assignment templates, etc. Logic modules such as program modules, applications, etc. can be stored in the other programs or modules **1340** and program data **1342**. The system memory **1314** may also include communications programs, for example, player access logic **1344**. The player access logic **1344** may allow a player to access a virtual game-entertainment environment via a communication network. For example, in some embodiments, a player may use a Web client such as a commercially available browser. Non-limiting examples of commercially available browsers include Mozilla Firefox developed by Mozilla Foundation based in Mountain View, Calif., USA, Safari developed by Apple Inc. based in Cupertino, Calif., USA., and Internet Explore by Microsoft Corp. based in Redmond, Wash., USA.

While shown in FIG. **13** as being stored in the system memory **1314**, the operating system **1336**, application programs **1338**, other programs/modules **1340**, program data **1342** and player access logic **1344** can be stored on the hard disk **1326** of the hard disk drive **1324**, the optical disk **1332** of the optical disk drive **1328** and/or the magnetic disk **1334** of the magnetic disk drive **1330**.

An operator, such as casino personnel, can enter commands and information into the gaming environment controller **1304** through input devices such as a touch screen or

keyboard **1346** and/or a pointing device such as a mouse **1348**. Other input devices can include a microphone, joystick, game pad, tablet, scanner, etc. These and other input devices are connected to the processing unit **1312** through an interface **1350** such as a serial port interface that couples to the system bus **1316**, although other interfaces such as a parallel port, a game port, a wireless interface, or a universal serial bus (“USB”) can be used. A monitor **1352** or other display device is coupled to the system bus **1316** via a video interface **1354**, such as a video adapter. The gaming environment controller **1304** can include other output devices, such as speakers, printers, etc.

The gaming environment controller **1304** can operate in a networked environment using logical connections to one or more remote computers and/or devices, for example, the server computing system **1306**. The server computing system **1306** can be another personal computer, a server, another type of computer, or a collection of more than one computer communicatively linked together and typically includes many or all of the elements described above for the gaming environment controller **1304**. The server computing system **1306** is logically connected to one or more of the gaming environment controllers **1304** under any known method of permitting computers to communicate, for example, through one or more LANs **1308** and/or WANs **1310** such as the Internet. Such networking environments are well known in wired and wireless enterprise-wide computer networks, intranets, extranets, and the Internet. Other embodiments include other types of communication networks including telecommunications networks, cellular networks, paging networks, and other mobile networks.

When used in a LAN networking environment, the gaming environment controller **1304** is connected to the LAN **1308** through an adapter or network interface **1360** (communicatively linked to the system bus **1316**). When used in a WAN networking environment, the gaming environment controller **1304** may include a modem **1362** or other device, such as the network interface **1360**, for establishing communications over the WAN **1310**. The modem **1362** is shown in FIG. **13** as communicatively linked between the interface **1350** and the WAN **1310**.

In a networked environment, program modules, application programs, data, or portions thereof, can be stored in the server computing system **1306**. In the depicted embodiment, the gaming environment controller **1304** is communicatively linked to the server computing system **1306** through the LANs **1308** and/or WAN **1310**, for example with TCP/IP middle layer network protocols. However, other similar network protocol layers are used in other embodiments, such as User Datagram Protocol (“UDP”). Those skilled in the relevant art will readily recognize that the network connections shown in FIG. **13** are only some examples of establishing communication links between computers, and other links may be used, including wireless links.

The server computing system **1306** includes server applications **1364** for the routing of instructions, programs, data and agents between the gaming machines **1302** and the gaming environment controller **1304**. For example the server applications **1364** may include conventional server applications such as WINDOWS NT 13.0 Server, and/or WINDOWS 2000 Server, available from Microsoft Corporation in Redmond, Wash. Additionally, or alternatively, the server applications **1364** can include any of a number of commercially available Web servers, such as INTERNET INFORMATION SERVICE from Microsoft Corporation and/or IPLANET from Netscape/America On Line (AOL). The server applications **1364** may include applications for inter-

facing with a control panel application. The server applications **1364** may also include applications for downloading applications, structured data, data, etc. to gaming machines **1302**. The server applications **1364** may also include applications for configuring gaming machines **1302** such as by setting various operational parameters of the gaming machines **1302**.

The server computing system **1306** may also include an assignment validator **1366**. Among other things, the assignment validator **1366** may comprise an ordered listing of executable instructions for implementing logical functions. In particular, the assignment validator **1366** may include logic for, among other things, validating a download assignment and/or validating a configuration assignment. In other embodiments, the assignment validator may comprise an ordered listing of executable instructions for implementing logical functions and may be implemented at gaming environment controller **1304**.

The gaming machines **1302** may include game stations (not shown) such as, but not limited to, one or more electronic gaming machines, poker tables, one or more blackjack tables, roulette tables, keno tables, craps tables, etc. The gaming machines **1302** may include one or more sensors, detectors, input devices, output devices, actuators, and/or controllers such as programmed a microprocessor, DSP, ASIC and/or Field Programmable Gate Array (FPGA) or the like. The controllers may execute one or more gaming applications.

In some embodiments, a casino, a manager may schedule when assignments such as, but not limited to, download assignments and/or configuration assignments occur. Any number of assignments may be applied to an EGM or gaming machine **1302**. With this flexibility comes a potential for sending conflicting or contradictory assignments.

An example would be that a bank of gaming machines **1302** may be scheduled to receive a new game theme to add to the list of games a player can choose from. However, the new game theme may require that the gaming machines **1302** also contain a specific version of the O/S in order to support the new game theme. The assignment validator **1366** may, among other things, validate the download assignment of the new game theme and may provide an indication of whether the game theme requires an O/S download that has not yet been scheduled.

The assignment validator **1366** saves the casino manager the headache of downloading code that would not be able to either install and/or execute correctly once installed.

The assignment validator **1366** helps the casino manager/user plan configurations of the gaming machines **1302**.

The assignment validator **1366** may validate a download assignment and/or may validate a configuration assignment.

Download Assignment Validation:

The assignment validator **1366** validates a download assignment and calculates the chances of its success based on the current information. The assignment validator **1366** verifies if the download assignment before the download assignment commences downloading to the gaming machines **1302**. The assignment validator **1366** verifies whether the download assignment will apply the changes successfully on the gaming machines **1302** at the execution time of the download assignment. In addition, the assignment validator **1366** may inform the user about any reasons that would cause download assignment to fail. Validation checks that may be performed for download assignments may include:

Checks if any download or install assignments are scheduled to occur at the same time. If scheduled, ensure that they are spaced well apart from each other so that they complete.

Checks if any configuration assignments are scheduled at the same time. If scheduled, ensure that they are spaced well apart from each other so that they completed.

Check if any configuration assignments are scheduled to run after the download and install to make the gaming machines **1302** playable.

Configuration Assignment Validation:

The assignment validator **1366** validates a configuration assignment and may calculate, based at least on the current information, the chances of success of the configuration assignment. The assignment validator **1366** may verify whether the configuration assignment will successfully apply changes on the gaming machines **1302** at the execution time of the configuration assignment. The assignment validator **1366** may inform the user about any reasons that would cause the configuration assignment to fail. Validation checks that may be performed for configurations assignments may include:

Checks if the options selected and their associated values in assignment apply to the selected gaming machines **1302**.

If the configuration assignment is a game definition assignment and a game theme change, then check if the download and installation of the new game is scheduled to complete before the configuration assignment.

Check if there is any conflicting configuration or download assignments currently scheduled to run at the same time for the gaming machine **1302**.

With (in some cases), thousands of possible configuration options that may be modified and the way a casino manager may want to “manage” their floor, the potential for conflicting configurations may frequently occur. The assignment validator **1366** helps the manager in planning floor configurations.

Profile Driven Device Configuration

Gaming machine configuration changes such as denomination, reel speed, game volume, wagers per line and number of available lines and content download changes may be occur on a pre-defined time based schedule, called a profile. A user such as slot manager or other authorized personnel may use a control panel **308** (See FIG. 3) to, among other things, select a gaming machine **306** that is to be changed, select the configuration or content that should be changed, select the values for the configuration or the game theme to be changed, and the time and date profile for the change(s). The user may also use the control panel **308** to submit an assignment with the profile to a server, which may then implement that profile driven set of changes. A profile driven configuration change assignment or instruction set may include a schedule and a set of machines assigned to that schedule.

For example, a slot manager may want to eliminate all penny and nickel denominations from games every Friday night at 5 pm and then add back the nickel denominations on Saturday morning at 9 am but continue to eliminate all penny denominations. The slot manager would create a time based profile that would affect that change precisely at 5 P.M. on every Friday and at 9 A.M. on Saturday. This profile could be created and implemented in advance for one or more machines and then set to run.

Technical Challenges

In a typical casino, there may be several technical and operational challenges to be overcome for creating a configuration change profile that may be executed a wide variety of device types.

First, the user might not be able set absolute values for configuration changes when some gaming machines or devices handle or implement the configuration change in different ways. For example, if the user wants to set the reel spin speed on a gaming machine to a low reel speed; that configuration setting value may be completely different on a Bally machine compared to an IGT machine. A Bally machine may have a scale of 1-5 for reel speed with 1 being slow and 5 being fast compared to an IGT machine that has a scale of 1-10 with 1 being slow and 10 being fast. Instructing

the system to change the reel speed to high across all machines on the floor would require a different configuration value for reel speed on a Bally machine and an IGT machine.

Most of the profile driven changes may instruct the machine to change to a specific value that corresponds to a low, medium or high setting. In some embodiments, profile driven changes may instruct the machine to change to a relative value such as a low, medium or high setting, and the machine may translate the relative value to a specific value such as "3". In some embodiments, profile driven changes may instruct the machine to change to a relative value such as a low, medium or high setting, and the machine may retrieve a specific value corresponding to the relative value from a database.

Second, because, in a typical casino, there are different machines from different manufacturers on the floor, and each machine may use a different scale or value range for some configurable options and the type of machine or its settings may have changed between the time the profile was created and the change occurs, then, in some embodiments, the machine is interrogated for the machine's current configuration at the time of the configuration change. Interrogation at or near the time of the configuration change is one way learning how to make the change in the correct way; by knowing exactly how the machine is configured at the time of the change. Thus, the system may be able to provide a dynamic machine "inventory" at the time that a configuration change is to occur.

Third, there may be a table such as a lookup table or translation table for each game theme/manufacturer that correlates the defined generic gaming machine settings such as low, medium and high settings to a specific gaming machine setting value.

For example, in the case of setting reel speed, a profile driven configuration change may show a generic gaming machine setting of low, medium or high over a time period for one or more gaming machines. These gaming machines may be from a combination of different manufacturers that have a different setting value corresponding to a medium reel speed. When the system implements a profile driven configuration change, the system may interrogate the gaming machines to determine, among other things, the respective manufacturer and the respective game theme for each of the interrogated gaming machines. In some embodiments, based at least on knowledge of the manufacturer of a respective gaming machine system, the system may refer to a lookup table (all in real-time) and lookup a reel speed value corresponding to the desired generic gaming machine setting for medium reel speed.

As another example, a user may want to configure one or more of the gaming machines to have a high reel speed on Friday nights. On one Friday night, a gaming machine may have a first game theme such as a Bally Winning Times game, and then on next Friday night, the gaming machine may have a second game theme such as a Bally Fixin' 2 Win game, where the first and the second game themes have different respective reel speed value ranges. By interrogating the gaming machine before reconfiguring the gaming machine, the system may know the current game theme of the gaming machine, and thereby determine the appropriate specific gaming machine setting value that corresponds to the desired generic gaming machine setting.

Market

A profile driven configuration change may work on a variety of games in the casino or arcade market for class 2 or 3, lottery or central determination.

Profile Driven Device Configurations in a Command and Control System

Referring to FIG. 16, a command and control server 1602 is communicatively coupled to a plurality of gaming

machines, individually referenced as 1604a-1604e and collectively referenced as 1604. The command and control server 1602 is communicatively coupled to a database 1606, which stores a number of profiles 1608 and may also store a number of lookup tables associating gaming machines and values of specific operational parameters to generic settings that may have a relative value.

A casino having a command and control server 1602, which may also include or be embodied in a download and configuration server system, may desire to implement profile driven gaming machines (or other devices) configurations. Among other things, the command and control server 1602 may implement profile driven gaming machines configurations based at least on knowledge of one or more of the following:

1. A profile that defines a configuration value/level over time.
2. A definition of the configuration value that is to be set.
3. A means of knowing the current configuration of the machine that is to be changed.

Time Based Configuration Change Profile

FIG. 14A shows an exemplary volume profile 1400 that could be assigned to one or more gaming devices including electronic gaming machines 1604, player interface units 310 such as, but not limited to, commercially available iView displays, signage displays, kiosks, audio systems, etc.

The volume profile 1400 has a horizontal axis 1402 and a vertical axis 1404. The horizontal axis 1402 is in units of time, in this case a unit represents twelve hours. The temporal length of the volume profile 1400 may be set a determined value, in this case a five and one-half days are shown, from Wednesday at noon to Monday at midnight. Also, the duration of any setting can be set to a predetermined length, where durations of different settings may be the same or different.

The vertical axis 1404 shows the value of the generic gaming machine setting that is to be set on the gaming machines relative to time. The vertical axis 1404 is in units of generic gaming machine setting for audible volume, which are low volume, medium volume, and high volume. While the range of the vertical axis 1404 is over three units of generic gaming machine settings in volume profile 1400, other profiles may have wider or smaller ranges corresponding to more or fewer units of generic gaming machine settings, respectively.

It should be noted that the values of the generic gaming machine setting are not specific values such as a specific number like 3. Instead, the values of the generic gaming machine setting are relative values such as low, medium or high level. This is done because each gaming machine or game theme can have a different definition of low volume. For example, a Bally machine has a volume scale of 0-10. An IGT machine might have a volume scale of 0-100 and the command and control system would need to know what to set the volume to when instructed to set the volume to low based on what is on the machine when the change is due to occur.

FIG. 14B shows another exemplary minimum-wager profile 1410 that could be assigned to one or more gaming devices including electronic gaming machines, player interface units 310 such as, but not limited to, commercially available iView displays, signage displays, kiosks, audio systems, etc.

The minimum-wager profile 1410 shows a minimum wager level that may be assigned to one or more gaming machines as a function of time. The minimum-wager profile 1410 has a horizontal axis 1412 and a vertical axis 1414. Just like the volume profile 1400, the horizontal axis 1412 is in units of time. Similar to the volume profile 1400, the vertical axis 1414 shows relative setting values instead of specific setting values.

The vertical axis 1414 shows the value of the generic gaming machine setting that is to be set on the gaming machines relative to time. The vertical axis 1414 is in units of generic gaming machine setting for minimum wager, which are low minimum wager, medium minimum wager, and high minimum wager. While the range of the vertical axis 1414 is over three units of generic gaming machine settings in exemplary profile 1410, other profiles may have wider or smaller ranges corresponding to more or fewer units of generic gaming machine settings, respectively. A profile with generic gaming machine settings such as low, medium, and high may be used to set, among others, the following operational gaming machine parameters:

- volume
- reel speed
- minimum wager
- master volume
- jackpots

A profile with absolute or specific gaming machine settings may be used to set, among others, the following operational gaming machine parameters:

- denominations
- game themes
- operating systems

In the case of an absolute configuration like denomination, there is no need for a low, medium or high level. The profile can instruct the machine to convert to a specific denomination.

In one embodiment, the command and control server 1602 may use a look-up table when a profile driven change instruction set is scheduled to be made. The look-up table may include information about each gaming machine (or other devices) at the casino. In some embodiments, there may be multiple look-up tables, where different tables are associated with different operational parameters of gaming machines or other devices.

TABLE 2

Gaming Machine Specific Lookup Tables				
Manufacturer	Cabinet Type	Game Theme	Game Volume Level	Setting
Bally	V2020	Winning Times	low	2
Bally	Cinevision	Winning Times	medium	5
Bally	S9e	Winning Times	high	8
WMS	Bluebird Stepper	Top Gun	low	12
WMS	Bluebird Video	Top Gun	medium	45

TABLE 2-continued

Gaming Machine Specific Lookup Tables				
Manufacturer	Cabinet Type	Game Theme	Game Volume Level	Setting
WMS	Bluebird Slant	Top Gun	high	88
IGT	AVP	Fort Knox	low	17
IGT	AVP Reel	Fort Knox	medium	32
IGT	AVP Slant	Fort Knox	high	49
Novomatic	Novo 1	Grey Goose	low	2
Novomatic	Novo 2	Grey Goose	medium	6
Novomatic	Novo 3	Grey Goose	high	11
...				
...				
...				
...				

Table 2 is an exemplary lookup table for volume settings. When a volume change is requested by a profile driven schedule, the command and control server 1602 may interrogate a gaming machine 1604 to obtain the gaming machine's characteristics. The command and control server 1602 may use a lookup table such as Table 2, which may be stored in the database 1606, to implement a profile driven change. The command and control server 1602 may use the lookup table to determine the value of game volume setting corresponding to the generic gaming machine setting of the profile. For instance, the command and control sever 1602 may attempt to change the game volume on floor machines to high on Friday at noon. If the game volume change was to be made on a gaming machine such as WMS 1604c, Bluebird Slant that was running the Top Gun game theme, then the game volume level setting would be 88 as shown in Table 2 above.

Typically, there are hundreds of cabinets on the floor of a casino. In some situations, it may be desired to change the configuration of each cabinet. The command and control sever 1602 may determine a specific game volume setting that corresponds to a generic gaming machine value specified in a profile driven change by using a lookup table such as game volume Table 2. Using Table 2, the command and control sever 1602 may determine the specific game volume setting for a gaming machine 1604 based on knowledge of the gaming machine's manufacturer, cabinet type, game theme.

Slot managers and/or manufacturers may create lookup tables on installation of the command and control sever 1602, and the lookup tables may be changed if new gaming machines and/or game themes are introduced into the casino. In some embodiments, the lookup tables may be changed if there are new generic gaming machine settings such as going from three level settings (e.g., low, medium, high) to five level settings (e.g., very low, low, medium, high, very high).

TABLE 3

Minimum Bet/Wager Lookup Table. LookUp Table - Minimum Bet									
Manufacturer	Cabinet Type	Theme	Pay Table	Denomination	Minimum Bet	Bet Per Line Options	Minimum Bet Per Line Setting	# of Lines Options	Minimum # of Lines Setting
Bally V2020, Winning Times									
Bally	V2020	Winning Times	90%	\$0.01	low - \$.60	1, 2, 3, 4, 5	3	1, 3, 5, 9, 15, 20, 50	20
Bally	V2020	Winning Times	90%	\$0.01	medium - \$1.25	1, 2, 3, 4, 5	3	1, 3, 5, 9, 15, 20, 50	50
Bally	V2020	Winning Times	90%	\$0.01	high - \$2.50	1, 2, 3, 4, 5	5	1, 3, 5, 9, 15, 20, 50	50

TABLE 3-continued

Minimum Bet/Wager Lookup Table. LookUp Table - Minimum Bet									
Manufacturer	Cabinet Type	Theme	Pay Table	Denomination	Minimum Bet	Bet Per Line Options	Minimum Bet Per Line Setting	# of Lines Options	Minimum # of Lines Setting
Bally	V2020	Winning Times	90%	\$0.05	low - \$.60	1, 2, 3, 4, 5	2	1, 3, 5, 9, 15, 20, 50	9
Bally	V2020	Winning Times	90%	\$0.05	medium - \$1.25	1, 2, 3, 4, 5	3	1, 3, 5, 9, 15, 20, 50	9
Bally	V2020	Winning Times	90%	\$0.05	high - \$2.50	1, 2, 3, 4, 5	4	1, 3, 5, 9, 15, 20, 50	15
Bally	V2020	Winning Times	90%	\$0.10	low - \$.60	1, 2, 3, 4, 5	4	1, 3, 5, 9, 15, 20, 50	3
Bally	V2020	Winning Times	90%	\$0.10	medium - \$1.25	1, 2, 3, 4, 5	3	1, 3, 5, 9, 15, 20, 50	9
Bally	V2020	Winning Times	90%	\$0.10	high - \$2.50	1, 2, 3, 4, 5	2	1, 3, 5, 9, 15, 20, 50	9
WMS Bluebird, Top Gun Minimum									
WMS	Bluebird	Top Gun	92%	\$0.01	low - \$.60	1, 2, 3, 4, 5, 6, 7, 8, 9	4	1, 5, 9, 15, 50	15
WMS	Bluebird	Top Gun	92%	\$0.01	medium - \$1.25	1, 2, 3, 4, 5, 6, 7, 8, 9	4	1, 5, 9, 15, 50	50
WMS	Bluebird	Top Gun	92%	\$0.01	high - \$2.50	1, 2, 3, 4, 5, 6, 7, 8, 9	6	1, 5, 9, 15, 50	50
WMS	Bluebird	Top Gun	92%	\$0.05	low - \$.60	1, 2, 3, 4, 5, 6, 7, 8, 9	3	1, 5, 9, 15, 50	15
WMS	Bluebird	Top Gun	92%	\$0.05	medium - \$1.25	1, 2, 3, 4, 5, 6, 7, 8, 9	4	1, 5, 9, 15, 50	9
WMS	Bluebird	Top Gun	92%	\$0.05	high - \$2.50	1, 2, 3, 4, 5, 6, 7, 8, 9	5	1, 5, 9, 15, 50	15
WMS	Bluebird	Top Gun	92%	\$0.10	low - \$.60	1, 2, 3, 4, 5, 6, 7, 8, 9	5	1, 5, 9, 15, 50	3
WMS	Bluebird	Top Gun	92%	\$0.10	medium - \$1.25	1, 2, 3, 4, 5, 6, 7, 8, 9	4	1, 5, 9, 15, 50	3
WMS	Bluebird	Top Gun	92%	\$0.10	high - \$2.50	1, 2, 3, 4, 5, 6, 7, 8, 9	3		9

Another example of a profile driven change would be minimum wager. In this case, an operator wants to control the amount of the minimum wager that a customer makes on a gaming machine. One way to control the amount of the minimum wager on a slot title is by setting slot title to have a number of lines and setting a minimum number of coins to be wager per line.

Here is an example of a lookup table for minimum wager. In this case, only Bally and WMS are show for one of each of their games but other manufacturers would be added as they are connected to the command and control system.

Real-Time Inventory and Interrogation

Referring to FIG. 16, the command and control server 1602 may use G2S to communicate with the gaming machines 1604 and has the capability to interrogate the gaming machines 1604. From the interrogation of a gaming machine 1604, the command and control server 1602 may learn many or all of the gaming machine's settings including game theme, current denominations, current game volume, current game reel speed, current wager options and line options, current host settings and almost all other machine settable parameters. The command and control server 1602 may request and get these values in real-time.

XML Data Structure—Use of XML for Messages

In one embodiment, a user, or an external system, may specify a profile to modify some or any of a gaming machine's available options, or meta options like Minimum wager. A wager profile input file which may be used to set wager amount can easily be formatted to specify a series of times and a list of options and values for any options as shown below:

```

<!-- Showing use for minimum wager />
<ChangeProfile>
  <ChangeInstance StartTime="MM DD YYYY 6:00am">
    <OptionItem name="MinBetAmount", value="Low">
  </ChangeInstance>
  <ChangeInstance StartTime="MM DD YYYY 4:00pm">
    <OptionItem name="MinBetAmount", value="High">
  </ChangeInstance>
</ChangeProfile>
<!-- Showing use for game speed and game volume together* />
<ChangeProfile>
  <ChangeInstance StartTime="MM DD YYYY 6:00am">
    <OptionItem name="BAL_GameSpeed", value="1">
    <OptionItem name="BAL_GameVolume", value="5">
  </ChangeInstance>
  <ChangeInstance StartTime="MM DD YYYY 4:00pm">
    <OptionItem name="BAL_GameSpeed", value="3">
    <OptionItem name="BAL_GameVolume", value="6">
  </ChangeInstance>
</ChangeProfile>

```

When the command and control server 1602 executes the profile, command and control server 1602 may use a table to resolve what each item means on a per EGM basis. The table may be generic and may include columns for OptionName, OptionValue, G2S_DeviceClass, G2S_OptionGroup, G2S_OptionItem, and G2SOptionValue.

When the command and control server 1602 creates a job, the command and control server 1602 may look up the OptionItem Name in the table for the given EGM's theme, payable, and denomination. If one or more matching rows exists, then the option may be mapped to the actual G2S options, and the command and control server 1602 sends the

appropriate command (for example MinBetAmount becomes Bal_MinBetPerLine and Bal_MinNumberOfLines). If no rows match, the command and control server 1602 may still send the command if it happens to match a actual G2SOption for that game. (Like BAL_GameSpeed). If there is still no match, then an error may be logged.

In addition, wildcards in the lookup table may be supported, which may reduce the number of rows. For instance, if the same thing is done for every pay table, then instead of having rows for each pay table, we would just put a * in that column.

In some embodiments, a lookup table may include a manufacture column. In that case, the lookup table may support meta options that may be displayed in the control panel and may allow users to make generic assignments that work across disparate manufacturers. These meta options may be displayed in standard configuration wizards as well as the special profile wizard.

```

    <?xml version="1.0" encoding="utf-8" ?>
  - <ChangeProfile name="Sample MinBet Profile" author="Haiyang">
  - <ChangeInstance startingTime="YYYY-MM-DD 00:00:00">
    <optionItem name="MinBetAmount" value="Low" />
    </ChangeInstance>
  - <ChangeInstance startingTime="YYYY-MM-DD 00:00:00">
    <optionItem name="MinBetAmount" value="Medium" />
    </ChangeInstance>
  - <ChangeInstance startingTime="YYYY-MM-DD 00:00:00">
    <optionItem name="MinBetAmount" value="High" />
    </ChangeInstance>
  - <ChangeInstance startingTime="YYYY-MM-DD 00:00:00">
    <optionItem name="MinBetAmount" value="Medium" />
    </ChangeInstance>
  - <ChangeInstance startingTime="YYYY-MM-DD 00:00:00">
    <optionItem name="MinBetAmount" value="High" />
    </ChangeInstance>
  - <ChangeInstance startingTime="YYYY-MM-DD 00:00:00">
    <optionItem name="MinBetAmount" value="Low" />
    </ChangeInstance>
  - <ChangeInstance startingTime="YYYY-MM-DD 21:00:00">
    <optionItem name="BAL_WaveVolume" value="7" />
    <optionItem name="BAL_LineVolume" value="7" />
    </ChangeInstance>
  - <ChangeInstance startingTime="YYYY-MM-DD 21:00:00">
    <optionItem name="BAL_WaveVolume" value="6" />
    </ChangeInstance>
  - <ChangeInstance startingTime="YYYY-MM-DD 21:00:00">
    <optionItem name="BAL_WaveVolume" value="8" />
    </ChangeInstance>
  </ChangeProfile>

```

The control and command server 1602 may use XML data in the format above to build a visual representation of the profile curve as shown in figures above.

FIG. 15 shows a method 1500 to configure the gaming machines 1604 according to one embodiments. Various operations depicted in FIG. 15 need not necessarily be performed in the exact order shown. Moreover, some operations can be added, removed, modified, and/or combined.

In one embodiment, the operations represented by the method 1500 can be implemented by computer-readable instructions encoded on or otherwise stored on a computer-readable medium and executable by a processor. For example, some operations of the method 1500 can be implemented in software stored in database 1606 of the command and control server 1602, and executable by a processor such as processing unit 1312.

In one embodiment, one or more of the gaming machines 1604 may include a processing unit similar to processing unit 1312, a storage unit or memory similar to system memory 1314, and a bus similar to bus 1316 coupling the respective

processor and storage unit of the gaming machine. The storage unit may also include a hard disk drive similar to hard disk drive 1324 for reading from and writing to a hard disk 1326; an optical disk drive similar to an optical disk drive 1328 for reading from and writing to removable optical disks similar to optical disks 1332; and a magnetic disk drive similar to magnetic disk drive 1330 for reading from and writing to removable magnetic disks similar to magnetic disks 1334. Thus, corresponding operations of the method 1500 that are related to the gaming machines 1604, can also be implemented in software or other computer-readable instructions stored in the storage unit of the gaming machine 1604, and executable by the processor of the gaming machine 1604.

At a block 1502, the command and control center 1602 receives and stores in the storage unit(s) such as database 1606 profile-driven configuration changes 1608 or other profile-based requests to change configuration settings that are input by the user. As previously explained above, the information specified in the profile-driven configuration changes 1608 may include an identification of particular gaming machines 1604 that are assigned to the requests for configuration changes, as well as including generalized and/or specific values for configuration settings.

At a block 1504, a processor, which may be similar to processing unit 1312, of the command and control center 1602 examines the stored profile(s) to determine whether a configuration change is due. In one embodiment, the processor of the command and control center 1602 includes or is coupled to a scheduler that is adapted to examine the stored profile(s) according to a time schedule, such as a periodic frequency of hourly, every 12 hours, every 24 hours, or other timeframe configurable by the user. The scheduler repeatedly examines the stored profile(s) according to the time schedule, until a configuration change is determined to be due at a block 1506.

If the configuration change is determined to be due at the block 1506, the processor of the command and control server 1602 at a block 1508 generates a list of gaming machines 1604 that are to receive configuration changes. In one embodiment, the list of gaming machines 1604 can be generated from the gaming machines specified in the profile.

At a block 1510, the processor of the command and control server 1602 chooses a first gaming machine 1604 from the list. In one embodiment, the command and control server 1602 then interrogates or otherwise queries that first gaming machine 1604 at a block 1512 for current specific values for its configuration settings (e.g., manufacturer, cabinet, game theme, reel speed, current denomination, game volume, wager and line options, etc.). Obtaining the current specific values for configuration settings at the block 1512, for each of the gaming machines 1604, enables the command and control server 1602 to generate an updated inventory of the gaming machines 1604 and their current configuration settings. For instance, certain gaming machines 1604 may have been replaced/removed, or may have had their configuration settings modified between the time that the profile was created and when a configuration change specified in the profile is due. Interrogating the gaming machine(s) 1604 with queries at the block 1512 enables the processor of the command and control server 1602 to determine whether the proposed configuration settings specified in the profile are still appropriate, and to make revisions if appropriate.

In one embodiment, the gaming machine(s) 1304 can provide their current configuration settings at the block 1512 independently of a query from the command and control server 1602. For instance, rather than specifically interrogating the gaming machine(s) 1304, whether via a global inter-

rogation or selective individual interrogations, one embodiment can provide one or more gaming machines **1604** that report their current configuration settings to the command and control server **1602** according to a time schedule and/or in response to some condition being met.

At a block **1514**, the processor of the command and control server **1602** accesses or otherwise identifies one or more lookup tables (such as the Table 2 and Table 3 above) that have entries for the gaming machine **1604**. At a block **1516**, the processor of the command and control server **1602** uses the look-up table(s) to match the information specified in the profile (e.g., the generalized values of the configuration settings indicated in the profile-driven configuration changes **1608**) to specific values of current configuration settings. With this use of the look-up tables, the processor of the command and control server **1602** is thus able to provide a translation from the generalized values to specific values for configuration settings.

At a block **1518**, the command and control server **1602** generates a configuration change command and sends the generated command to the gaming machine **1604**. In one embodiment, the generated command instructs the target gaming machine **1604** to change to the new configuration setting value upon receipt of the command. Thus, the command and control server **1602** can send the generated command to the target gaming machine **1604** just before the time frame when the change is to take effect, thereby directly controlling the timing of the change. In another embodiment, the command and control server **1602** can send the generated command to the target gaming machine **1604** at any suitable length of time (e.g., at a greater lead time) prior to the scheduled configuration change, so that the target gaming machine **1604** can set itself to run or otherwise perform the configuration change when the change is due.

In some situations, the target gaming machine **1604** may have credits that are due or otherwise currently engaged in a game with a player, when the configuration change command is received. Accordingly at a block **1520** for one embodiment, the configuration change is not performed immediately. Rather, for example, the command and control server **1602** can continue to send/re-send the configuration change command to the target gaming machine **1604** if the target gaming machine **1604** has credits that are due or is otherwise currently engaged in a game with a player, until the gaming machine **1604** is ready to perform the configuration change at a block **1522**.

The operations described above in blocks **1510-1522** are repeated if the processor of the command and control server **1602** determines at a block **1524** that there are additional gaming machines **1604** in the generated list that are scheduled for configuration changes. When there are no such other gaming machines **1604** scheduled for configuration changes, then the method **1600** reverts back to the block **1504** to examine the stored profiles for upcoming configuration changes that are coming due.

Meta-Options

Electronic gaming machines **1604** may combine hardware and software to deliver gaming applications to customers. The software may include operating system and game software both of which have configurable parameters or options. Each configurable option has a variable name and one or more valid values that can be set; only valid values can be set in the software. Table 4 below includes examples of configurable options, valid option values and the option variable name:

Software Component	Configurable Option	Valid Option Values	Option Variable Name
Operating System	Jackpot Limit	0-5000	Jackpot_Lim
Operating System	Download Transfer Speed	0-2,000,000	Idle_Sp_Tran
Operating System	Bill Stacker Limit	0-12,000	B_StackLim
Game	Game Volume	0-10	G_Vol
Game	Bet Per Line	1, 2, 3, 4, 5, 10, 25, 50	BP_Line
Game	Denomination	1, 5, 10, 25, 50, 100, 500, 1000	Denom

Typically, available configurable options, valid option values and option variable names comprise a set that is unique to each gaming machine manufacturer's operating system and game software. Further, each of the game themes from a single manufacturer can have a completely different configurable option list with unique option values and option variable names so there is a unique set of this data for each manufacturer and game combination.

The operation of the gaming machine **1604** may be changed by making changes to the configurable options within the permitted or valid configurable option values. For example, the game volume may be changed to low by changing the G_Vol option variable to 1 or changed to high by changing the G_Vol option variable to 9. The game volume is controlled by a single configurable option just as the Bill Stacker Limit or wager Per Line is. Changing those individual configurable options to one of the valid option values has an affect on the gaming machine **1604**.

In some situations, to efficiently change configurations on a gaming floor the following issues may need to be overcome:

First, for many gaming floor changes, casino directors might not think in terms of absolute values of configuration options; casino directors may think in relative terms such as low, medium and high. As an example, casino directors may think of game volume as low, medium and high. On a busy Friday night, casino directors may want the volume on all electronic gaming machines to be set to high, but casino directors may want to have the game volume set to low after midnight. Casino directors may want to set options like game volume, minimum wager, game speed and other game settings to a subjective or relative value, and the casino directors may think of the functioning of gaming machines in relative terms (fast game, slow game, game volume loud, etc.), even though operational parameters of gaming machines may be set to absolute values.

Second, Casino directors may want to make changes to the floor as a whole, not to individual gaming machines. Casino directors may want to set the entire floor game volume to high with one command. However, as previously described, the game floor typically includes of a wide variety of gaming machines **1604** from different manufacturers, and gaming machines such as **1604a** and **1604b** may be running different game themes. In addition, one manufacturer's valid option values and/or option variable names may be inconsistent with another manufacturer's valid option values and/or option variable names, and a manufacturer's valid option values and/or option variable names may be inconsistent across different game themes. For example, see Table 5 below.

TABLE 5

look-up table for game volume settings by manufacturer and game themes.

Manufacturer	Game Theme	Software Component	Configurable Option	Valid	Option Variable
				Option Values	Name
Bally	Blazing 7s	Game	Game Volume	0-10	G_Vol
Bally	Bonus 7s	Game	Game Volume	0-10	G_Vol
Bally	Winning Times	Game	Game Volume	0-10	G_Vol
Bally	Fixin' to Win	Game	Game Volume	0-10	G_Vol
IGT	Fort Knox	Game	Game Volume	1-100	GameVol
IGT	Wheel of Fortune	Game	Game Volume	1-500	GameVol
WMS	Top Gun	Game	Game Volume	0-50	Vol_Gm
WMS	Monopoly	Game	Game Volume	0-50	Vol_Gm
Aristocrat	Double Dolphins	Game	Game Volume	0-5	Game_Vol_Level
Aristocrat	Queen of the Nile	Game	Game Volume	0-10	Game_Vol_Level

In one embodiment, the aforementioned issues, among other issues, may be resolved by employing a meta-option. A meta-option is a configuration option that does not use an absolute option value as the setting but instead uses a generic or subjective value such as:

- low volume, medium volume, high volume
- slow reel speed, medium reel speed, fast reel speed
- low denomination, medium denomination, high denomination
- small jackpot limit, medium jackpot limit, high jackpot limit
- low minimum wager, medium minimum wager, high minimum wager

25

30

35

Friday night game mix, Saturday night game mix, Sunday night game mix, Tuesday thru Thursday game mix

- Volume reduction by 30%
- Game speed increase by 20%
- Bet per line increase by 15%
- Number of lines increase by 30%

In one embodiment, a meta-option may be one way of identifying a configuration option(s) change that is associated by business logic to a set of pre-defined configuration option values. Before a meta-option change occurs, the meta-option associated to specific configuration option values is done and is stored in a database such as database 1606 in schema. As one example, a meta-option may be a volume change of the gaming machines 1604.

TABLE 6

Meta-option volume look-up.

Manufacturer	Game Theme	Configurable Option	Subjective	Option	Option Variable
			Volume Level	Setting	Name
Bally	Blazing 7s	Game Volume	Low	1	G_Vol
Bally	Blazing 7s	Game Volume	Medium	5	G_Vol
Bally	Blazing 7s	Game Volume	High	9	G_Vol
Bally	Bonus 7s	Game Volume	Low	1	G_Vol
Bally	Bonus 7s	Game Volume	Medium	5	G_Vol
Bally	Bonus 7s	Game Volume	High	9	G_Vol
Bally	Winning Times	Game Volume	Low	1	G_Vol
Bally	Winning Times	Game Volume	Medium	5	G_Vol
Bally	Winning Times	Game Volume	High	9	G_Vol
Bally	Fixin' to Win	Game Volume	Low	1	G_Vol
Bally	Fixin' to Win	Game Volume	Medium	5	G_Vol
Bally	Fixin' to Win	Game Volume	High	9	G_Vol
IGT	Fort Knox	Game Volume	Low	5	GameVol
IGT	Fort Knox	Game Volume	Medium	50	GameVol
IGT	Fort Knox	Game Volume	High	85	GameVol
IGT	Wheel of Fortune	Game Volume	Low	25	GameVol
IGT	Wheel of Fortune	Game Volume	Medium	250	GameVol
IGT	Wheel of Fortune	Game Volume	High	400	GameVol
WMS	Top Gun	Game Volume	Low	8	Vol_Gm

TABLE 6-continued

Meta-option volume look-up.					
Manufacturer	Game Theme	Configurable Option	Subjective Volume Level	Option Setting	Option Variable Name
WMS	Top Gun	Game Volume	Medium	20	Vol_Gm
WMS	Top Gun	Game Volume	High	45	Vol_Gm
WMS	Monopoly	Game Volume	Low	8	Vol_Gm
WMS	Monopoly	Game Volume	Medium	20	Vol_Gm
WMS	Monopoly	Game Volume	High	45	Vol_Gm
Aristocrat	Double Dolphins	Game Volume	Low	1	Game_Vol_Level
Aristocrat	Double Dolphins	Game Volume	Medium	3	Game_Vol_Level
Aristocrat	Double Dolphins	Game Volume	High	4	Game_Vol_Level
Aristocrat	Queen of the Nile	Game Volume	Low	2	Game_Vol_Level
Aristocrat	Queen of the Nile	Game Volume	Medium	6	Game_Vol_Level
Aristocrat	Queen of the Nile	Game Volume	High	8	Game_Vol_Level

Table 6 shows a meta-option volume look-up table. In the meta-option volume look-up table, generic or subjective volume settings are associated with specific valid configuration option values.

In one embodiment, a casino manager may set a meta-option volume change to set all game volumes to a desired subjective volume level. The command and control server 1602 may use meta-option volume look-up table, which may be stored in database 1606, to find valid configuration names and options, e.g., “option variable name” and “option setting,” associated with a subjective volume level for various gaming machines 1604.

For example, if the meta-option change sets the volume of the gaming machines 1604 to low, the command and control server 1602 may interrogate the gaming machines 1604 to determine the current floor configuration, e.g., number and types of gaming machines, current game themes, etc. When the command and control server 1602 interrogates the gaming machine 1604e, the command and control server 1602 determines that the gaming-machine 1604e is an Aristocrat—Queen of the Nile game. The command and control server 1602 may use the meta-option volume look-up table to deter-

mine the valid configuration name for gaming machine 1604e is “Game_Vol_Level” and the valid configuration option corresponding to a “subjective volume setting” of “low” is “2.” When the command and control server 1602 interrogates another gaming machine such as gaming machine 1604a, the command and control server 1602 may detect that gaming machine 1604a is a Bally gaming machine with a game theme of “Winning Times.” The command and control server 1602 may use the meta-option volume look-up table to determine that the “G_Vol” variable of gaming machine 1604a should be set to “1.”

Another use of meta-options, among others, is setting a minimum wager level. Setting the minimum wager level may be accomplished by changing the number of lines and/or the wager per line that define the minimum number of credits that can be wagered on a single game play. A meta-option minimum wager look-up table is constructed and includes types of gaming machine and game themes. Typically, a casino may have gaming machines from multiple manufacturers, and in that case, the meta-option minimum wager look-up table typically includes every type of gaming machine at the casino for all of the manufacturers. Table 7 below is an exemplary meta-option minimum wager look-up table:

Manufacturer	Cabinet Type	Theme	Pay Table	Denom- ination	Minimum Bet	Bet Per Line Options	Minimum		# of Lines Options	Minimum # of Lines Setting	Number of Lines Variable Name
							Bet Per Line	Bet Per Line Variable Name			
Bally	V2020	Winning Times	90%	\$0.01	low - \$0.60	1, 2, 3, 4, 5	3	B_Lines	1, 3, 5, 9, 15, 20, 50	20	Num_Lines
Bally	V2020	Winning Times	90%	\$0.01	medium - \$1.25	1, 2, 3, 4, 5	3	B_Lines	1, 3, 5, 9, 15, 20, 50	50	Num_Lines
Bally	V2020	Winning Times	90%	\$0.01	high - \$2.50	1, 2, 3, 4, 5	5	B_Lines	1, 3, 5, 9, 15, 20, 50	50	Num_Lines
Bally	V2020	Winning Times	90%	\$0.05	low - \$0.60	1, 2, 3, 4, 5	2	B_Lines	1, 3, 5, 9, 15, 20, 50	9	Num_Lines
Bally	V2020	Winning Times	90%	\$0.05	medium - \$1.25	1, 2, 3, 4, 5	3	B_Lines	1, 3, 5, 9, 15, 20, 50	9	Num_Lines
Bally	V2020	Winning Times	90%	\$0.05	high - \$2.50	1, 2, 3, 4, 5	4	B_Lines	1, 3, 5, 9, 15, 20, 50	15	Num_Lines
Bally	V2020	Winning Times	90%	\$0.10	low - \$0.60	1, 2, 3, 4, 5	4	B_Lines	1, 3, 5, 9, 15, 20, 50	3	Num_Lines
Bally	V2020	Winning Times	90%	\$0.10	medium - \$1.25	1, 2, 3, 4, 5	3	B_Lines	1, 3, 5, 9, 15, 20, 50	9	Num_Lines
Bally	V2020	Winning Times	90%	\$0.10	high - \$2.50	1, 2, 3, 4, 5	2	B_Lines	1, 3, 5, 9, 15, 20, 50	9	Num_Lines

-continued

Manufacturer	Cabinet Type	Theme	Pay Table	Denom-ination	Minimum Bet	Bet Per Line Options	Minimum		# of Lines Options	Minimum # of Lines Setting	Number of Lines Variable Name
							Bet Per Line Setting	Bet Per Line Variable Name			
WMN	Bluebird	Top Gun	92%	\$0.01	medium - \$1.25	1, 2, 3, 4, 5, 6, 7, 8, 9	4	Bet_PL	1, 5, 9, 15, 50	50	Number_L
WMN	Bluebird	Top Gun	92%	\$0.01	high - \$2.50	1, 2, 3, 4, 5, 6, 7, 8, 9	6	Bet_PL	1, 5, 9, 15, 50	50	Number_L
WMN	Bluebird	Top Gun	92%	\$0.05	low - \$.60	1, 2, 3, 4, 5, 6, 7, 8, 9	3	Bet_PL	1, 5, 9, 15, 50	15	Number_L
WMN	Bluebird	Top Gun	92%	\$0.05	medium - \$1.25	1, 2, 3, 4, 5, 6, 7, 8, 9	4	Bet_PL	1, 5, 9, 15, 50	9	Number_L
WMN	Bluebird	Top Gun	92%	\$0.05	high - \$2.50	1, 2, 3, 4, 5, 6, 7, 8, 9	5	Bet_PL	1, 5, 9, 15, 50	15	Number_L
WMN	Bluebird	Top Gun	92%	\$0.10	low - \$.60	1, 2, 3, 4, 5, 6, 7, 8, 9	5	Bet_PL	1, 5, 9, 15, 50	3	Number_L
WMN	Bluebird	Top Gun	92%	\$0.10	medium - \$1.25	1, 2, 3, 4, 5, 6, 7, 8, 9	4	Bet_PL	1, 5, 9, 15, 50	3	Number_L
WMN	Bluebird	Top Gun	92%	\$0.10	high - \$2.50	1, 2, 3, 4, 5, 6, 7, 8, 9	3	Bet_PL	1, 5, 9, 15, 50	9	Number_L
IGT	AVP	Fort Knox	94%	\$0.01	low - \$.60	2, 4, 6, 8	2	Bet	1, 2, 4, 7, 9, 12, 20	1	Lines
IGT	AVP	Fort Knox	94%	\$0.01	medium - \$1.25	2, 4, 6, 8	4	Bet	1, 2, 4, 7, 9, 12, 20	2	Lines
IGT	AVP	Fort Knox	94%	\$0.01	high - \$2.50	2, 4, 6, 8	6	Bet	1, 2, 4, 7, 9, 12, 20	4	Lines
IGT	AVP	Fort Knox	94%	\$0.05	low - \$.60	2, 4, 6, 8	2	Bet	1, 2, 4, 7, 9, 12, 20	4	Lines
IGT	AVP	Fort Knox	94%	\$0.05	medium - \$1.25	2, 4, 6, 8	2	Bet	1, 2, 4, 7, 9, 12, 20	7	Lines
IGT	AVP	Fort Knox	94%	\$0.05	high - \$2.50	2, 4, 6, 8	4	Bet	1, 2, 4, 7, 9, 12, 20, 209	9	Lines
IGT	AVP	Fort Knox	94%	\$0.10	low - \$.60	2, 4, 6, 8	2	Bet	1, 2, 4, 7, 9, 12, 20	9	Lines
IGT	AVP	Fort Knox	94%	\$0.10	medium - \$1.25	2, 4, 6, 8	2	Bet	1, 2, 4, 7, 9, 12, 20	12	Lines
IGT	AVP	Fort Knox	94%	\$0.10	high - \$2.50	2, 4, 6, 8	2	Bet	1, 2, 4, 7, 9, 12, 20	20	Lines

In the meta-option minimum wager look-up table, generic or subjective minimum wager/betting settings are associated with specific valid configuration option values.

In one embodiment, a casino manager may set a meta-option minimum wager change to set all game minimum wagers to a desired subjective minimum wager level. The command and control server **1602** may meta-option minimum wager look-up table, which may be stored in database **1606**, to find valid configuration names and options, e.g., “option variable name” and “option setting,” associated with a subjective minimum wager level, e.g., low minimum bet, medium minimum bet, high minimum bet, for various gaming machines **1604**.

For example, if the meta-option change sets the minimum wager of the gaming machines **1604** to low minimum bet, the command and control server **1602** may interrogate the gaming machines **1604** to determine the current floor configuration, e.g., number and types of gaming machines, current game themes, etc. Based on an interrogation of one of the gaming machines, the command and control server **1602** may determine that the interrogated gaming machine is an IGT—Fort Knox—94%—Penny Game. The command and control server **1602** may use the meta-option minimum wager look-up table to determine that valid configuration names for the gaming machine are “Bet” and “Lines,” which have valid configuration options corresponding to the low minimum bet setting of “2” and “1,” respectively. When the command and control server **1602** interrogates another gaming machine such as gaming machine **1604b**, the command and control server **1602** may detect that gaming machine **1604b** is a

Bally—Winning Times—90%—Nickel game. The command and control server **1602** may use the meta-option minimum wager look-up table to determine that the “B_Lines” variable and the “Num_Lines” variable of gaming machine **1604b** should be set to “2” and “9,” respectively.

The meta-option solves the issues noted above with traditional configuration options.

First, the meta-option is more intuitive and understandable to the slot floor director.

Second, the meta-option is one practical way to set an option across a diverse floor with machines that 1) have different valid option values and 2) name the option variable in different ways.

Third, the meta-option the setting of floor-wide parameters or global parameters that are not necessarily defined by one single configuration option. In one embodiment, a meta-option may be nested into another meta-option. For example, a nested meta-option may include a meta-option volume change and a meta-option minimum wager change applied globally and/or across a floor of the casino.

FIG. 17 shows a process **1700** for creating a meta-option.

At **1702**, a meta-option is defined. The meta-option is the change that may be applied to one or more electronic gaming machines. Examples of meta-options are volume level, slot game reel speed, game mix and minimum wager.

At **1704**, the meta-option is named or identified for future reference.

At **1706**, the meta-option values are established. In some embodiments, the meta-option values may be generic/subjective values. In some embodiments, the meta-option values

may be relative values. Examples of the meta option values include, but are not limited to, low, medium and high or slow or fast or % of current value.

At **1708**, an inventory of all possible manufacturer and game theme combination is compiled.

At **1710**, configuration options for a gaming machine and game themes combination are compiled into a list/table. For each of the configuration options, valid configuration option values and variable names may also be compiled into the list/table.

At **1710**, specific configuration options are selected to be changed on each electronic gaming machine to achieve the desired change effect. For example, if the meta-option change is to set all volumes to low, the specific configuration option may be game volume. If the meta-option change is to set the speed of all slot game themes to fast, the specific configuration option may be reel speed. If the meta-option change is to set all minimum wagers to high, the specific configuration options may be wagers per line and number of lines.

At **1710**, a meta-option look-up table that cross-references the meta-option values (e.g. low, medium and high) of the meta-option to variable names and to valid option values for each manufacturer and game theme combination.

At **712**, the meta-option look-up table is committed to the database for future use by an application like a profile driven gaming machine configurator.

Referring to FIG. **18**, a first table definition schema **1802** is logically coupled to a second table definition schema **1804**. The first table definition schema **1802** and the second table definition **1806** may be part of a meta-option look-up table stored in database **1606**.

The database **1606** may take a variety of forms including, but not limited to, a structured query language (SQL) database. A database schema of database **1606** defines a meta-option look-up table.

Download and Configuration Engine for a Gaming System

A gaming environment may include a download and configuration management (DCM) engine. A DCM engine may command and control of a download and configuration system. Clients command and control the DCM system by consuming/using the application programming interface (API) extended by the DCM engine. This API is exposed to clients via many different protocols (UDP, SOAP, TCP, Named Pipes, custom protocols) which are all callable at the same time. This allows the DCM system to interface with many different systems, technologies and platforms.

A DCM engine facilitates communication between the G2S Host & DCM system Databases, manages the execution of assignments and their status, and contains most of the system's business logic.

A DCM engine may be a Component of SOA architecture which delivers solutions to business agility and with flexibility. Because this service exists independently of one another as well as of the underlying IT infrastructure, they can be combined and reused with maximum flexibility.

The functionality of a DCM engine may be made available for access (consumption) by other systems, clients. One goal, among others, of the consumption process is to deliver new, dynamic applications that enable increased productivity and enhanced insight into business performance. Users can consume the composed service through a number of avenues, including Web portals, rich clients, various business applications, complex services, or cross-functional business processes.

A DCM engine is well defined by XML messages & invocable Interfaces. Each interaction is independent of each and

every other interaction and the interconnect protocols of the communicating devices (i.e., the infrastructure components that determine the communication system do not affect the interfaces). Because interfaces are platform-independent, a client from any device using any operating system in any language can use the service.

Referring to FIG. **19**, a networked system **1900** may include a download and configuration management (DCM) engine (server) **1902** in accordance with one or more embodiments. DCM Engine **1902** may run on a collection of technologies such as SOAP & XML. Interactions between a communicating system and the DCM Engine **1902** may be done by XML messages through SOAP protocol. The DCM Engine **1902** may communicate to a G2S Host **1904** and with various databases **1906**.

Due to the decoupled nature of the networked system **1900**, the DCM engine **1904** may maintain DCM system state information during processing and system interactions. The DCM engine **1904** may maintain DCM system state information by persisting state information using a key/value dictionary. The DCM engine **1904** includes a DCM engine state management that, among other things, functions to persist and maintain the state of DCM operations even after a communication failure.

The DCM Engine **1902**, which may run as a Microsoft Windows service, may be able to run by itself on a separate server. In some embodiments, the server running the DCM engine **1902** does not run any G2S Hosts or any Databases. In some embodiments, the DCM Engine **1902** may be physically disconnected from the G2S Host **1904** and may run on its own processes and may remotely connect to the G2S host **1904**, which may run on its own processes. In that case, the DCM engine **1902** may maintain state information about the status of scheduled DCM assignments. Whenever there is a change in the status of a Download, Install or Configuration on a respective gaming machine, the G2S Host **1904** is updated by the respective gaming machine through G2S messages, which are based on the operations. Thus, the status of the various operations is known via the G2S messages, which may be validated. The G2S messages may be stored to a database by the G2Shosts for persistence (see FIG. **2A**). Based on the statuses of the operations, the messages get updated on a DCM Message Queue and corresponding databases. From this DCM Message Queue, the messages are read and, as per the various operations. Status updates that correspond to the messages read by the DCM message queue are sent to end users **1908** or business process **1910** which invoked them.

Referring to FIG. **20**, in the case of a power or communication failure, the DCM Engine **1902** might not be able to communicate with the G2S Host **1904**. When the power or communication link has been restored, the DCM Engine **1904** receives the status notifications **1912** from the various databases **1906**. The DCM engine **1904** may broadcast status updates **1914** to registered end users **1908** and/or business processes **1910** in order to update registered end users **1908** and/or business processes **1910** as to the status of DCM jobs such as download jobs and configuration jobs.

Among other things, the DCM Engine **1902** processes each message from a DCM Job status message queue. The DCM Engine **1902** identifies a respective Job ID from a respective message and gets assignment or job bundle information from the database **1906**. The DCM Engine **1902** parses through the assignment or job bundle identifying the next assignment or job to be run, which may depend on the on error conditions of the previous assignment or job. The DCM engine **1902** includes a Work Flow module that then calls a JobCreator

passing in a new Job ID that has to be executed. This cycle is executed for each job in that job-bundle or assignment until all the jobs are executed.

The DCM Engine **1902** offers intelligence that manages multiple client requests to ensure that execution of requests are guaranteed, efficient, and prioritized based on a predetermined priority schedule.

Assignment Templates in a gaming configuration and download system.

Casino personal may use an assignment-creator/modifier application for creating assignment templates for jobs such as jobs for downloads and configurations. The assignment-creator/modifier application may be stored on a control station **320** or client **502** or a server such as casino management system server **304**. The assignment-creator/modifier application may have a client-server architecture.

An assignment template is a reusable Download and Configuration Manager (DCM) assignment describing what G2S download or configuration options are to be used.

An assignment template allows the user of the DCM system to save commonly created assignments as reusable assignment templates for later use, which saves time because the user does not need to routinely create common assignments.

The assignment-creator/modifier application reduces the complexity associated with creating assignments with advanced configurations which require additional effort in comparison with common assignments. An assignment template may apply to any download and configuration assignment for any G2S enabled gaming device regardless of the manufacturer.

The following example demonstrates the use of an Assignment Template named 'Fast Reel Speed'. The saved Assignment Template has been reopened and becomes an "assignment under construction". Now changes can be made before it is submitted for approval and executed.

Referring to FIG. **21**, a top level window or screen **2100a** of an assignment-creator/modifier graphical user interface (GUI) is shown. Such window or screen **2100a** may be displayed on a display at a control station **320** or client **502**. Other windows or screens **2100b-2100e**, shown in FIGS. **22-25**, respectively, may also be displayed on a display at a control station **320** or client **502**.

When an assignment-creator/modifier application first loads, the user (e.g., casino personnel) is presented with a graphical user interface that includes an input box, Name, **2102** and an input box, Description, **2104**. The user provides an assignment name or identifier in the input box **902** and provides information describing the assignment template being created using input box **2104**. Among other things, the user may describe the function of the assignment template and any other information that the user may decide to input.

The assignment-creator/modifier application GUI also includes a save button **2106a**, a back button **2108**, a next button **2110**, and a cancel button **2112**. The back button **2108** and next button **2110** are used to navigate between screens **2100a-2100e** of the assignment-creator/modifier application GUI. In screen **2100a**, the back button **2108** is inoperative because screen **2100** is the top level screen of the assignment-creator/modifier application GUI and is shaded to signify inoperability.

The save button **2106** is used to save a copy of the current assignment template being created, and the cancel button **2112** causes the assignment-creator/modifier application to quit. If the current assignment template being created has not yet been saved, then information provided by the user is not saved if the cancel button **2112** is selected. If the current

assignment template has been saved, then information provided since the most recent save is not saved if the cancel button **2112** is selected. The assignment-creator/modifier application GUI includes a box, Version, **2114** that displays the current version of the assignment being created.

Referring to FIG. **22**, the lower level window or screen **2100b** of the assignment-creator/modifier graphical user interface (GUI) is shown. The screen **2100b** allows a user to choose which options may be set by the assignment template being created. A window **2116** displays selectable options **2118** for the assignment template being created. The selectable options **2118** may have a tree structure where the branches are expandable and collapsible.

The user selects an option and clicks on an add button **2120**. The selected option **2122** is then displayed in a window **2124**. In some embodiments, once an option has been selected, the option is no longer displayed in window **2116**. The user may de-select any one of the selected options **2122** by using a remove button **2126**. The user selects the option to be de-selected and actuates by for example clicking on the remove button **2126**. After the remove button **2126** has been actuated, the option for de-selection is removed from window **2124**.

In some embodiments, once an option has been added to window **2124**, the option is no longer displayed in window **2116**. Similarly, once an option has been removed from window **2124**, the option is only displayed in window **2116**.

Referring to FIG. **23**, the lower level window or screen **2100c** of the assignment-creator/modifier graphical user interface (GUI) is shown. The screen **2100c** allows a user to change the value for the configuration options which remain in the assignment. The user selects one of the selected options **2124** in window **2128**. In window **2130**, the user sets a value for the option.

Referring to FIG. **24**, the lower level window or screen **2100d** of the assignment-creator/modifier graphical user interface (GUI) is shown. The screen **2100c** allows the user review the completed assignment as "applied" in a window **2132**. If the user decides to change assignment as applied, the user may use back button **2108** to navigate to the appropriate screen.

Referring to FIG. **25**, the lower level window or screen **2100e** of the assignment-creator/modifier graphical user interface (GUI) is shown. The screen **2100e** includes a window **2134** that allows the user to review the completed and applied assignment. Typically, a supervisor reviews the current and applied assignment template. The window **2100e** includes a finish button **2136**, which is used to save the completed and applied assignment.

Another novel feature when scheduling an assignment is that one can make the assignment 'temporary'. This is a mechanism by which a DCM operator can schedule option changes that may be in effect for a limited period of time. When the time expires, the system automatically runs a job to restore the EGM's options to their previous state. This saves the operator from having to schedule two jobs, and also relieves them of the burden of knowing what to do to restore the previous state.

One example of the use of the GUI display panel would be to Configure the attract sound for the Halloween weekend to be 'spooky' across many game themes. When the override expires, the system may restore the sound to each of them correctly without the operator needing to know in each case what that value was. This is accomplished in part by keeping track of each option change the system makes in the DCM engine programming, such as with modules for an Option Item Assigned Value and Configuration.

Assignment Bundle

FIG. 26A is a flow diagram of a procedure 2600 for creating and implementing a bundle assignment. Various portions of the procedure 2600 may be performed at a control station or client 2602 having a host user interface (UI), and other portions of the procedure may be performed at a DCM engine 2604, a G2S Host 2606, and a gaming machine or gaming device 2608.

At 2610, a user of the client 2602 creates an assignment bundle. The assignment bundle may be a collection of jobs. In some situations, the various jobs in the assignment bundle may be processed sequentially, and in other situations, some or all of the various jobs may be processed concurrently. In some embodiments, the user may define the sequence in which the jobs are processed. In other embodiments, logic of the download and configuration management server system 318 may define the sequence in which the jobs are processed.

Normally, the client 2602 is running assignment-bundle software that presents an assignment-bundle graphical user interface and which may be integrated in the control panel 308. When an assignment-bundle application first loads, the user (e.g., casino personnel) is presented with a graphical user interface for creating an assignment bundle.

Referring to FIG. 26B, a top level window or screen 2650 of an assignment-bundle graphical user interface (GUI) is shown. Such window or screen 2650 may be displayed on a display at the client 2602 via the host user interface of the client 2602. A window 2652 shows possible jobs 2654 that may be included in an assignment bundle such as Download, Install & Various Options to be configured on the EGM(s). A window 2656 shows jobs 2658 that have been selected for inclusion in the assignment bundle. Add button 2660 allows the user to add one of the possible jobs 2654 to the number of selected jobs 2658. Remove button 2660 allows the user to delete one of the selected jobs 2658, and the deleted job is then listed in the possible jobs 2654. The user may specify an execution sequence for the selected jobs 2658.

The assignment bundle may be applied to multiple gaming devices on the floor. Workflow may be configured in such way that once the DCM Engine 2604 picks up a job from a Queue and the assignment has been processed on the EGM, the DCM Engine 2604 may determine to pick the next job from the same Queue to be processed on those EGMS. Typically, the DCM Engine 2604 may determine to pick the next job based on the status of the current job.

At 2612, the assignment bundle is submitted for processing at a scheduled time, which is typically after the time the assignment bundle was submitted, but the scheduled time may be the same as the time at which the assignment bundle was submitted. The assignment bundle may be submitted to the download and configuration management server system 318.

At 2614, a job of the assignment bundle is executed. In some embodiments, the DCM engine 2604 executes the jobs in accordance with the predetermined sequence.

At 2616, the G2S host 2606 sends a message to the gaming device 2608, where the gaming device 2608 is the target of the current or immediately preceding job being executed at the DCM engine 2604. For example, the current job being executed by the DCM engine 2604 may be an assignment to download content to the gaming device 2608, and the G2S host 2606 may send the message while the job to download content is still being executed at the DCM engine 2606, or the G2S host 2606 may send the message once the job to download content is no longer being executed at the DCM engine 2606.

At 2618, the gaming device 2608 applies the current job. For example, the gaming device 2608 may begin downloading content from a content server. Similarly, the gaming device 2608 may apply configuration changes, which causes the gaming device to be reconfigured.

At 2620, the gaming device 2608 returns status information of the gaming device 2608. For example, the status information may indicate an amount of content that has been downloaded or current configuration settings, etc.

At 2622, the G2S host 2606 receives a message from the gaming device 2608 that includes the status information. The status information is provided to the DCM engine 2606.

At 2624, the DCM engine 2606 determines whether the current job has been performed success or is being performed successfully. If the determination is "no," then the process continues at 2626, where the DCM engine 2604 cancels the current job. In some situations, if one job in an assignment bundle is cancelled, then all subsequent jobs of the assignment bundle that have not yet been executed by the DCM engine 2604 are also cancelled. In some situations, if one job in an assignment bundle is cancelled, then subsequent jobs of the assignment bundle that have not yet been executed by the DCM engine 2604 may still be executed. The DCM engine 2604 notifies the client 2602 of the failure of the job, and then, at 2628, the client 2602 notifies the user of the failed job.

On the other hand, if the determination at 2624 is "yes," the DCM engine 2604 notifies the client 2602 of the success of the job, and then, at 2630, the client 2602 notifies the user of the successful completion of the job.

In addition, the determination at 2624 is "yes," then at 2632, the DCM engine 2604 determines whether there are any more jobs in the assignment bundle. If the determination is "no," then the DCM engine 2604 notifies the client 2602 of the success of the assignment bundle, and then, at 2634, the client 2602 notifies the user of the successful completion of the assignment bundle.

On the other hand, if the determination at 2632 is "no," the process continues at 2614, where the DCM engine 2604 begins execution of a job of the assignment bundle that has not yet been executed.

User Authorization System

Referring to FIG. 27, a user-authorization (Authweb) system 2700 is shown and which may be a Service Oriented security system. The architecture of the Authweb system 2700 follows Service Oriented Architecture (SOA), which offers the advantage of being interoperable with various systems and technologies.

The Authweb system 2700 includes a web server 2702 such as an internet information server and a security store 2704 that is communicatively coupled to the web server 2702. The web server 2702 hosts a user-authorization web service 2706 and caches user security credentials in a memory for current user security sessions 2708.

The security store 2704 stores user security credentials for users of the Authweb system 2700. Among other things, the security store 2704 provides requested user security credentials to the web server 2702. The security store 2704 may also determine whether a logon request is valid based at least on information provided in the logon request.

The security store 2704 may take a variety of forms including one or more servers running a version of Microsoft Windows operating system, one or more databases, one or more servers running a version of UNIX operating system or Linux operating system, etc. In the embodiment shown in FIG. 27, the security store 2704 includes one or more servers running a version of Microsoft Windows operating system, which comprise a Windows server domain, and the web server 2702

communicates with the Windows server domain via light-weight directory access protocol (LDAP).

The web server **2702** is communicatively coupled to a DCM engine **2710** and a control station or computing device or the like running an application such as a control panel **2712**, which may take the form of a Bally control panel. Communications between the control panel **2712** and the user-authorization web service **2706** may be via a communication protocol such as hypertext transfer protocol over secure socket layer (HTTPS), as may be the communications between the DCM engine **2710** and the user-authorization web service **2706**.

A user may use the control panel **2712** to log into a system and/or the DCM engine **2710**. The user-authorization web service **2706** may be a gateway to the system and/or the DCM engine **2710**. The user-authorization web service **2706** receives login information from the control panel **2712** and retrieves a security credential that corresponds to the login information. The retrieved security credential is cached in a memory of the web server **2702**. Upon successfully logging in, a security session **2708** is established at the user-authorization web service **2706**. From time-to-time, the user-authorization web service **2706** may use the cached security credential and may maintain the session of the control panel **2712** and/or create a new session.

The Client or Control Panel:

Among other things, the client or control panel **2712** may do the following:

1. Defines SoapHeader attribute using “UserAuthHeader”, which may be applied to XML web method to process
2. Defines a public attribute—“UserAuthHeader”, which contains “UserToken” and “UserName” properties that may be updated by “AuthWeb” during the process. All of properties of “UserAuthHeader” may be checked before the web method is executed for Soap Header validation
3. Assigns operation permission to each web method based on Role-based access policy defined in Authorization store. Before the web method is called, the web method needs to send its operation permission to UserAuthWeb to match the users’ permission so as to decide if user has proper rights to run the called web method. The checking process is executed by UserAuthWeb based on users’ token, users’ operation, and application name.

The AuthWeb or User-Authorization Web Service:

Among other things, the AuthWeb or user-authorization web service **2706** may do the following:

1. Check operation permissions, which are defined by an authorization store, that are sent by client applications to determine if user has proper rights to perform a secured task.
2. Check client application name, users’ token, and users’ operation.
3. Get users’ session from Http runtime cache if user is running there,
4. Check users’ session on Logon Credential, which consists of users’ name, application name, authority name, user password, terminal name attributes
5. Check users’ session on Logon Lease, which consists of Logon Token, session minutes, password expiration time attributes
6. Retrieve specific user account information from active directory
7. Retrieve user account list being defined in active directory
8. Create a new user account inside active directory
9. Reset and change user password inside active directory

10. Enable and disable specific user account inside active directory
11. Lock and unlock specific user account inside active directory
12. Add user account to a specific user group
13. Remove user account from a specific user group
14. Add or delete a computer from active directory organization unit
15. Retrieve operation definitions from authorization store

The Interaction:

1. Client web application is using “UserAuthHeader” attribute as Soap Header to define web methods. This attribute contains user logon information that may be updated by AuthWeb using session current runtime cache.
2. AuthWeb retrieves information from both Active Directory and Authorization Store.
3. AuthWeb compares user session information on logon credential and logon lease to make sure if current user has enough rights and permissions to run requested secured operations being defined by authorization store policy.

The User Authorization System offers a single role based authorization security solution for multiple systems, platforms, and technologies.

Referring to FIG. **28**, a logon process **2802** is shown. A client application **2804** such as a Bally control panel provides logon credentials **2806** such as a user-name and password to a user-authorization web service **2808**. The user-authorization web service **2808** sends a security query **2810** to a security store **2812**. The security query may include information indicative of the logon credentials and/or may include the security credentials themselves.

The security store **2812** sends a security response **2814** to the user-authorization web service **2808**. The security response **2814** may carry security credentials and/or information indicative of whether allow the application **2804** to logon. In some embodiments, the security store **2812** may determine whether a logon request from the application **2804** is valid based at least on information carried by the security query **2810**. For example, the security store **2812** may compare security credentials carried by the security query **2810** with valid security credentials stored in the security store. If the security store **2812** determines that the logon request is valid, the security store **2812** may include a user security credential for a user account that is associated with the logon credentials in the security response **2814**. If the security store **2812** determines that the logon request is invalid, the security store **2812** may include information indicative of the invalidity of the logon request in the security response **2814**. In some embodiments, if the security store **2812** determines that the logon request is invalid, the security store **2812** will not include user security credentials in the security response **2814**, and the absence of the user security credential is an indicator that the logon request is invalid.

Based at least in part on the security response **2814**, the user-authorization web service **2808** may create a user security session **2816** and provide security session information **2818** to the client application **2804**. The security response **2814** may include a user security credential that is associated with a user account that matches the logon credentials **2808**. In some embodiments, the user security session **2816** may expire after a period of time, and the security session information **2818** may include a token or information indicative of when the user security session **2816** will expire.

The client application **2804** may create a logon lease **2820**. If the logon lease **2820** expires, then the client application **2804** may be logged out.

FIG. **28** also shows a process **2822** to renew the security lease **2820**. Before the logon lease **2820** expires, the client application **2804** sends security session information **2824** to the user-authorization web service **2808**. In some embodiments, the user-authorization web service **2808** sends a security query **2826** to the security store **2812**, which returns a security response **2828**. In some embodiments, the user-authorization web service **2808** may have cached security response **2814**. Based at least in part on the security response **2828** (or security response **2814**), the user-authorization web service **2808** may create or renew a user security session **2830** and provide security session information **2832** to the client application **2804**. The security session information **2832** may include a token or information indicative of when the renewed or newly created user security session **2830** will expire. The client application **2804** may create a new logon lease **2834** or renew the prior logon lease based at least on the security session information.

FIG. **28** also shows a process **2836** to verify security access. The client application **2804** sends security credentials **2838** to the user-authorization web service **2808**. The user-authorization web service **2808** sends a security query **2840** to the security store **2812**, which returns a security response **2842**. The security response **2842** may include a user access list, which may define access levels granted to the user of the client application **2804**. The user-authorization web service **2808** may provide user access list **2844** to the client application **2804**. The client application **2804** may create verify operations requested by the user via the user access list **2844**.

Referring to FIG. **29**, an example block diagram of a scheduler service **2900** is shown. The scheduler service **2900** includes a presentation layer **2902**, a business logic layer **2904**, a data access layer **2906**, and a data tier **2908**. The presentation layer **2902** includes an application **2910** such as a control panel or Bally control panel. The business logic layer **2904** includes a scheduler **2912**. The data access layer **2906** includes a scheduler web service **2914** and an activity web server **2916**. The data tier **2908** includes a core database **2918** and a scheduler database **2920**.

The scheduler web service **2914** communicates with the application **2910**, the scheduler **2912**, the activity web server **2916**, the core database **2918** and the scheduler database **2920**. Among other things, the scheduler web service **2914** updates schedule information in the scheduler database **2920** to schedule a service. The activity web server **2916** is a gateway to other systems. The activity web server **2916** initiates a service based at least on the schedule information in the scheduler database **2916**.

The Scheduler (Scheduler Service) may be implemented as an executable program. There are two types of Scheduling: Download Scheduling and Config Scheduling.

Configuration assignments may be run in order by schedule type: Permanent, Permanent with start date, Re-occurring Override, One Time Override. Within a schedule type, the assignment with the earlier start date may be initiated first. Within matching start dates, assignments having static collections may be initiated before dynamic; if still tied, those assignments with earlier create dates may be initiated first. Configuration assignments of permanent and permanent with start date may only contain static collections.

Download Scheduling gets the start date that download process begins. It may take an indeterminate amount of time for the downloaded package to be ready to be installed on a given EGM. Also, to avoid download conflict, if multiple

download assignments exist for the same module type on an EGM, the assignment with the latest creation date takes precedence.

The Scheduler may use the Schedule database.

An example Scheduler Composition may include:

Subcomponent	Description
Error Handlers	Process and gracefully handle exceptions
Logging	Output of event and diagnostics

Example Interactions may include:

Scheduler listens to Schedule database

Scheduler interacts with Schedule Web service

The Web Service may use a Windows® Server version 2000 or 2003 (hereby incorporated by reference) with the following Windows® components running:

.net Framework version 2.0

Internet Information Server (IIS)

Processing—The Scheduler Service may query the Schedule database for jobs that are scheduled to be run. The Scheduler may initiate the processing of the jobs by notifying the GUI Download Web Service or the GUI Configuration Web Service.

Interface/Exports—The Scheduler Service may consume the Activity Web Service to log its processing events. It also interacts with the Schedule SQL database with ActiveX Data Objects (ADO) commands.

Referring to FIG. **30**, an example block diagram of a user interface download Web service **3000** is shown.

The download Web service **3000** includes a presentation layer **3002**, a business logic layer **3004**, a data access layer **3006**, and a data tier **3008**. The presentation layer **3002** includes an application **3010** such as a control panel or Bally control panel. The business logic layer **3004** includes an option configuration handler **3012**. The data access layer **3006** includes a configuration web service **3014** and an activity web server **3016**. The data tier **3008** includes a core database **3018** and a configuration database **3020**.

The configuration web service **3014** communicates with the application **3010**, the option configuration handler **3012**, the activity web server **3016**, the core database **3018** and the configuration database **3020**.

Classification—Web Service

Definition—The purpose of this Web Service is to expose Web Methods to consuming components to allow the interaction with the Download database. The data access logic required for the BCP to interact with the Download database may be contained within the Download Web Service.

The GUI Download Web Service may be responsible for interacting with the Data Tier for those components that are consuming its exposed methods.

The BCP may consume this Web Service and utilize its Web Methods to create and read necessary Download data in the database.

The intent is for the GUI Download Web Service to be used explicitly by the BCP as communication layer with the Download database.

Example Constraints may include:

Consuming components may need to communicate via the Simple Object Access Protocol (SOAP) in order to consume the Web Service

The Web Service may publish a Web Service Description Language (WSDL) to describe the Web service, the message format and protocol details.

The Web Service may return its requested results in the form of a Serialized DataSet.

An example Composition may include:

Subcomponent	Description
SOAP Proxy	Communication
Data Access Handlers	Process requests made by consuming components by communicating with the database with ActiveX Data Objects (ADO) logic
Error Handlers	Process and gracefully handle exceptions
Logging	Output of event and diagnostics

Example Interactions may include:

The GUI Download Web Service may interact specifically with the Control Panel (BCP) via Simple Object Access Protocol (SOAP).

The GUI Download Web Service may interact with the Download SQL database with ActiveX Data Objects (ADO) logic.

The Web Service may require a Windows® Server version 2000 or 2003 with the following Windows components running:

.net Framework version 2.0

Internet Information Server (IIS)

Processing—The GUI Download Web Service may process requests made by consuming components. The requests are made by the consuming component calling the GUI Download Web Services exposed Web Methods. A successfully request is dependent upon the consuming component calling a Web Method by supply the appropriate query parameters as dictated by the Web Service Description Language (WSDL) file. The Web Service processes the request by executing its embedded Business Logic while logging exceptions and events. The resulting output is returned to the consuming component.

Interface/Exports

The GUI Download Web Service may consume the Activity Web Service to log its processing events. It also interacts with the Download SQL database with ActiveX Data Objects (ADO) commands. Its capabilities are exposed as Web Methods which are accessed via the Simple Object Access Protocol (SOAP).

While the example embodiments have been described with relation to a gaming environment, it will be appreciated that the above concepts can also be used in various non-gaming environments. For example, such rewards may be used in conjunction with purchasing products, e.g., gasoline or groceries, associated with vending machines, used with mobile devices or any other form of electronic communications. Accordingly, the disclosure should not be limited strictly to gaming.

The foregoing description, for purposes of explanation, uses specific nomenclature and formula to provide a thorough understanding of the invention. It should be apparent to those of skill in the art that the specific details are not required in order to practice the invention. The embodiments have been chosen and described to best explain the principles of the invention and its practical application, thereby enabling others of skill in the art to utilize the invention, and various embodiments with various modifications as are suited to the particular use contemplated. Thus, the foregoing disclosure is not intended to be exhaustive or to limit the invention to the precise forms disclosed, and those of skill in the art recognize that many modifications and variations are possible in view of the above teachings.

The various embodiments described above can be combined to provide further embodiments. All of the U.S. patents, U.S. patent application publications, U.S. patent applications, foreign patents, foreign patent applications and non-patent publications referred to in this specification and/or listed in the Application Data Sheet, including but not limited to U.S. Provisional Patent Application No. 60/987,338, filed Nov. 12, 2007, are incorporated herein by reference, in their entirety. Aspects of the embodiments can be modified, if necessary to employ concepts of the various patents, applications and publications to provide yet further embodiments.

The above description of illustrated embodiments, including what is described in the Abstract, is not intended to be exhaustive or to limit the embodiments to the precise forms disclosed. Although specific embodiments of and examples are described herein for illustrative purposes, various equivalent modifications can be made without departing from the spirit and scope of the disclosure, as will be recognized by those skilled in the relevant art.

For instance, the foregoing detailed description has set forth various embodiments of the devices and/or processes via the use of block diagrams, schematics, and examples. Insofar as such block diagrams, schematics, and examples contain one or more functions and/or operations, it will be understood by those skilled in the art that each function and/or operation within such block diagrams, flowcharts, or examples can be implemented, individually and/or collectively, by a wide range of hardware, software, firmware, or virtually any combination thereof. In one embodiment, the present subject matter may be implemented via Application Specific Integrated Circuits (ASICs). However, those skilled in the art will recognize that the embodiments disclosed herein, in whole or in part, can be equivalently implemented in standard integrated circuits, as one or more computer programs running on one or more computers (e.g., as one or more programs running on one or more computer systems), as one or more programs running on one or more controllers (e.g., microcontrollers) as one or more programs running on one or more processors (e.g., microprocessors), as firmware, or as virtually any combination thereof, and that designing the circuitry and/or writing the code for the software and or firmware would be well within the skill of one of ordinary skill in the art in light of this disclosure.

In addition, those skilled in the art will appreciate that the mechanisms of taught herein are capable of being distributed as a program product in a variety of forms, and that an illustrative embodiment applies equally regardless of the particular type of signal bearing media used to actually carry out the distribution. Examples of signal bearing media include, but are not limited to, the following: recordable type media such as floppy disks, hard disk drives, CD ROMs, digital tape, and computer memory; and transmission type media such as digital and analog communication links using TDM or IP based communication links (e.g., packet links).

The various embodiments described above can be combined to provide further embodiments. To the extent that they are not inconsistent with the specific teachings and definitions herein, all of the U.S. patents, U.S. patent application publications, U.S. patent applications, foreign patents, foreign patent applications and non-patent publications referred to in this specification and/or listed in the Application Data Sheet are incorporated herein by reference, in their entirety. Aspects of the embodiments can be modified, if necessary, to employ systems, circuits and concepts of the various patents, applications and publications to provide yet further embodiments.

These and other changes can be made to the embodiments in light of the above-detailed description. In general, in the

following claims, the terms used should not be construed to limit the claims to the specific embodiments disclosed in the specification and the claims, but should be construed to include all possible embodiments along with the full scope of equivalents to which such claims are entitled. Accordingly, the claims are not limited by the disclosure.

What is claimed is:

1. A download and configuration system, comprising:
 - a first communications network at a casino, wherein communications carried by the first communications network conform to a first communication protocol;
 - a download and configuration server configured to provide content stored in a database over the first communications network, the content including applications for game themes and configurations settings;
 - a plurality of electronic gaming machines communicatively coupled to the first communication network, wherein each respective electronic gaming machine of the plurality of electronic gaming machines is configured to pull content from the download and configuration server, and while the respective electronic gaming machine pulls content from the download and configuration server, the respective electronic gaming machine from time-to-time provides a respective progress message carrying information indicative of an amount of content pulled from the download and configuration server;
 - a second communications network at a casino, wherein communications carried by the second communications network conform to a second communication protocol;
 - a plurality of clients communicatively coupled to the second communications network, the plurality of clients including two or more registered clients that receive a respective multicast client-progress message over the second communications network, each of the registered clients sending a registration message including at least one type of notification and receiving a port number message including a port number;
 - a download and configuration controller that is communicatively coupled to the first communications network and the second communications network and that reads progress messages received at the download and configuration controller and for a respective progress message, the download and configuration controller multicasts a respective client-progress message carrying information indicative of the respective amount of content pulled from the download and configuration server by a respective electronic gaming machine using the port number included in the port number message to selected registered clients of the plurality of clients based at least on a respective message classifier associated with the respective progress message, wherein the download and configuration controller and each respective electronic gaming machine communicate in at least client request-server response mode where a respective client makes a request and the server provides a response to the request.
2. The download and configuration system of claim 1, comprising:
 - a database stored on a computer-readable medium having at least one look-up table that associates information indicative of a logical address and information indicative of a respective progress type requested by a respective registered client with a respective message classifier for each registered client of the plurality of clients.
3. The download and configuration system of claim 2 wherein in response to receiving a respective progress message having a respective message classifier, the download and

configuration controller determines a respective logical address for a number of registered clients from the look-up table based at least on the respective message classifier and addresses a respective client-progress message with the respective logical address for the determined number of registered clients.

4. The download and configuration system of claim 1 wherein a first and a second registered client of the plurality of clients are registered to receive download progress information for a download at a specific one of the electronic gaming machines, wherein each of the first and the second registered clients receives a sequence of multicast client-progress messages, and wherein each of the first and the second registered clients provide a respective indicator indicative of the amount of content pulled down by the specific electronic gaming machine.

5. The download and configuration system of claim 4 wherein the respective indicator indicative of the amount of content pulled down by the specific electronic gaming machine is a progress bar indicating a current percentage of a total amount of content in the download for at least one of the first or the second registered client.

6. The download and configuration system of claim 4 wherein a third registered client of the plurality of clients is registered to receive download progress information for a number of downloads at a number of the electronic gaming machines, wherein the third registered client receives a sequence of multicast client-progress messages, and wherein the third registered client provides an indicator indicative of the aggregate amount of content pulled down by the number of the electronic gaming machines.

7. The download and configuration system of claim 6 wherein the indicator indicative of the aggregate amount of content pulled down by the number of the electronic gaming machines is a progress bar indicating a current percentage of a total amount of content in the number of downloads.

8. The download and configuration system of claim 1 wherein the first communications protocol is in accordance with a Game-to-Server (G2S) protocol.

9. The download and configuration system of claim 1 wherein each progress message is a packageStatus message in accordance with a Game-to-Server (G2S) protocol.

10. The download and configuration system of claim 1 wherein the client-progress message is in accordance with a user datagram protocol.

11. A computer implemented method of providing download progress notifications to a plurality of clients of a server, the method comprising:

receiving a registration message including at least one type of notification;

registering a respective client of a server to selectively receive client-progress messages, wherein the respective client is one of a plurality of clients of the server, and wherein each respective client of the server and the server communicate in at least a client request-server response mode where the respective client provides a respective request and the server provides a respective response to the respective request;

providing a port number message including a port number;

receiving a respective progress message carrying a respective indicator indicative of an amount of content pulled down by an electronic gaming machine in accordance with a first communication protocol at the server;

reformatting the respective indicator indicative of the amount of content pulled down by the electronic gaming machine in accordance with a second communications protocol; and

multicasting a respective client-progress message carrying information indicative of the reformatted respective indicator indicative of the amount of content pulled down by the electronic gaming machine in accordance with the second communication protocol using the port number included in the port number message to selected registered clients of the plurality of clients based at least on a respective message classifier associated with the respective progress message, wherein at least one client of the plurality of clients does not receive the respective client-notification.

12. The computer implemented method of claim **11** wherein receiving a respective progress message carrying a respective indicator indicative of an amount of content pulled down by an electronic gaming machine in accordance with a first communication protocol at the server includes for each electronic gaming machine pulling down content of a plurality of electronic gaming machines pulling down content, receiving a respective progress message carrying a respective indicator indicative of an amount of content pulled down by the respective electronic gaming machine, and further comprising:

determining a current aggregate amount of content pulled down by the plurality of electronic gaming machines pulling down content based at least on the respective indicator indicative of the amount of content pulled down by a respective electronic gaming machine of the plurality of electronic gaming machines pulling down content;

formatting an indicator indicative of the current aggregate of pulled down content in accordance with the second communications protocol; and

multicasting a respective client-progress message carrying information indicative of the current aggregate of pulled down content in accordance with the second communication protocol to selected registered clients of the plurality.

13. The computer implemented method of claim **12**, comprising:

determining a total amount of content to be pulled down by the plurality of electronic gaming machines pulling down content, wherein the information indicative of the current aggregate of pulled down content is a percentage of the total amount of content to be pulled down.

14. The computer implemented method of claim **11** wherein prior to multicasting a respective client-progress message, the method further comprises:

reading a respective logical address for a number of registered clients from a look-up table based at least on the respective message classifier; and

addressing the respective client-progress message with each respective logical address for the number of registered clients.

15. The computer implemented method of claim **11** registering a respective client of a server to selectively receive client-notifications includes:

receiving a respective registration message from the respective client at the server, the respective registration message including information indicative of a respective

logical address of the respective client and information indicative of a number of types of notifications requested; and

associating information indicative of the respective logical address of the respective client and information indicative of a respective notification requested with a respective message classifier for each of the number of types of notifications requested in a look-up table.

16. The computer implemented method of claim **15** comprising:

receiving a respective unregistration message from the respective client at the server;

removing the information indicative of the respective logical address of the respective client from the look-up table.

17. The computer implemented method of claim **15** wherein the information indicative of the respective logical address of the respective client includes an IP address for the respective client and the information indicative of the number of types of notifications requested identifies each type of notification requested.

18. A computer implemented method of notifying a user of a client of progress of a download progress at an electronic gaming machine, the method comprising:

providing a server with a registration request for receiving a sequence of multicast client-progress messages, each multicast client-progress message carrying information indicative of a respective amount of content pulled down by an electronic gaming machine of a plurality of electronic gaming machines;

receiving a port number message including a port number; from time-to-time, receiving a respective multicast client-progress message of the sequence of multicast client-progress messages from a server communicatively coupled to the plurality of electronic gaming machines using the port number included in the port number message; and

displaying in a graphical user interface of the client information indicative of the amount of content pulled down by the electronic gaming machine based at least on a currently latest received multi-cast client-progress message.

19. The computer implemented method of claim **18** wherein displaying in a graphical user interface of the client information indicative of the amount of content pulled down by the electronic gaming machine based at least on a currently latest received multicast client-progress message includes displaying in the graphical user interface of the client a window having a progress bar that is indicative of the amount of content pulled down by the electronic gaming machine.

20. The computer implemented method of claim **18**, comprising:

booting-up the client, wherein the registration request is provided in response to the booting-up of the client.

21. The computer implemented method of claim **18**, comprising:

initiating an application that interfaces with the server at the client, wherein the registration request is provided in response to the initiation of the application.